

# THE MODERN GRIMORIE

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**OGL**  
3.5 SYSTEM COMPATIBLE



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





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### **System Merge**

The Modern Spellcaster provides a way for D20 Modern characters to cast any spell in the Pathfinder Roleplaying Game, up to and including world-shattering ninth level spells!

Requires the Use of the D20 Modern Core Rulebook Published by Wizards of the Coast.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

The needs of the day define the magic of the day.

In ages past, spells enchanted swords so they could slice through the ectoplasmic bodies of ghosts, torches were made everburning, supple wood was hardened to iron, and the speech of the dragons held ancient words of power. And while Modern Spellcasters might use the old magic, including using ancient spells their original creators never intended, the old magics have lost some of their luster in the modern world. What good is *ironwood* in a world where carbon nanotubes exist, how does *flamestrike* stack up against incendiary sabot rounds, and what good is the ability to sing the language of dragons in a world where the great wyrms are long since extinct?

The Modern Grimorie is a collection of new spells for use in any modern magic or science-fantasy campaign, including campaigns set in any of

Othervse Games' four main campaign worlds: Black Tokyo, Galaxy Command, Othervse America, and Psi-Watch. Inside you'll also find a selection of rules toggles that alter the way magic works in your campaign.

## **New Spells for the Modern Spellcaster**

The following new spells are defined in terms of Pathfinder Roleplaying Game levels, referencing the spellcasting classes in the core rulebook and some of my favorite casters from the *Advanced Player's Guide*. This allows you to easily use these spells in an anachronistic or cross-genre Pathfinder Roleplaying Game campaign- my own upcoming Masters of Endara setting is a world

where barbarian heroes are equally likely to fight with sword or blaster, making these spells a natural fit for that campaign. Remember though that the Modern Spellcaster Basic Class for D20 Modern can choose spells from **any** class list, and if a spell is different levels across multiple classes, the Modern Spellcaster earns it at the lowest possible level.

### **Zero Level**

1. Cosmetic Healing (remove scarring, brands or tattoos in small area)
2. Date (accurately determine the age of a touched object)
3. Deep Bowls (slightly increases the amount of food in a meal)
4. Fertility Control (magically prevent or ensure pregnancy for a day)
5. Haywire (causes a device to behave erratically)
6. Illusory ID (create a randomized fake ID of a specific type)
7. Infographic (read a lengthy text as a full round action)
8. Media Mend (repairs a damaged piece of media)
9. Re-Energize (imbue a candy bar or energy drink with ability to remove *fatigue*)
10. Sanitizing Touch (remove micro-organisms and forensic traces from a 5 ft cube)
11. Tweet (send very short message to electronic device)
12. Weathering (you age an inanimate object)
17. Datawipe (purge the data stored on a computer or device)
18. Detect Radiation (see aura around radioactive objects and creatures)
19. Electronic Inventory (gain a complete list of all electrical devices worn, carried or implanted on a character)
20. Entropic Burst (age target 1d6 years per caster level)
21. Firefast (touched firearm gains the ability to fire in automatic and semi-auto modes)
22. Know Lusts (determine a target's sexual orientation and other sexual preferences)
23. Lesson in Manners (punish a target for rude behavior with a mystic slap that inflicts 1d6 points of non-lethal damage/level)
24. Metal Stealth (hide a Medium or smaller ferrous object, up to 10 lbs per level, from detection by metal detectors or other sensors)
25. Pride of the Collection (summon art objects from a parallel world)
26. Smart Meal (encode a luck bonus equal to your ranks in a chosen skill into a meal that can be shared by multiple creatures)
27. Universal Coupon (create a magic coupon to reduce the Purchase DC of an item or service by -2)
28. Xeno-Study (gain anatomical and biological information about a single alien creature, act is if you had the Xeno-Medic feat in regard to that creature)

### **First Level**

13. Arcane Recharge (recover Spell Points by touching live current, but suffer 1d3 Electrical damage per Spell Point)
14. Ballistic Talons (fingernails become deadly missiles inflicting 1d8+1 slashing per two caster levels, to a maximum of five independently targeted talons)
15. Child Ward (prevent children from entering a warded area)
16. Dataread (perceive machine readable data by merely touching the storage device)

### **Second Level**

29. Anti-Tank Dog (transform an animal into a living, seeking bomb that inflicts 1d6 points of fire damage / caster level)
30. Bumper Sticker Curse (vehicle fails to operate until a specific decoration is removed)
31. Custom Mod (modify a device to your specifications with a touch)
32. Falsify Forensics (spell provides convincing, false evidence at a crime scene)
33. Geo-Political Awareness (long term spell provides +1 or better on certain knowledge)

checks and +1 on Initiative checks against a particular threat group)

34. Hunter's Spear (target takes 2d6 piercing and may be pulled adjacent to the caster by magical spear and line)
35. Juryrig (transform useless junk into a working but fragile mechanical device)
36. Lifekill (inflict damage equal to 3d6 + 1 per Lifechained feat possessed by the target against Lifechained creatures)
37. Machine Invisibility (renders a subject creature or object immune to high tech detection)
38. Open All Night (create phantom employees to briefly reopen a closed business)
39. Reflect the Camera (reverse the angle of a photograph to see additional details)
40. Reload (instantly reload a touched firearm)
41. Spellslinger (add INT modifier as insight bonus on ranged attack rolls with modern ranged weapons, or discharge this spell for a damage bonus on a successful hit)
42. Synthesize Drugs (create a single dose of any non-magical drug)
43. Visual Feast (immune to hunger and thirst as long as you watch others eat)

### **Third Level**

44. Addiction Purge (eliminate drugs, poisons and chemicals from the system, provides automatic successes on saves against drug addiction)
45. Armored by Failure (receive DR 1/magic per each ally or minion slain)
46. Bird Flight (increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive)
47. Cop Ward (prevents police officers and informants from entering a warded area)
48. Electronic Sweep (gain a complete list of all electronic devices within a 60 ft cone)
49. Fire Focus (magic laser initially inflicts 1d8 fire damage, but this doubles each round the laser beam is trained on a single target)
50. Fuel the Engine (provide fuel for a touched machine for 1 hour/3 caster levels)

51. Internalized Knowledge (sacrifice 4 ranks and class skill status in a particular Knowledge to permanently gain +1 Intelligence)
52. Machine Invisibility, Vehicular (as *machine invisibility* but affects vehicles up to size Colossal)
53. Millionaire's Scourge (damage target in proportion to its wealth)
54. Necrotic Shot (imbue bullet with necromantic energy that turns HP loss from the wound permanent and prevents easy healing)
55. Penetrating Energy Weapon (touched energy weapon temporarily deals damage without a specific energy type and not subject to energy resistance)
56. Photomapping (know the exact location where a photograph was taken)
57. Radiation Purge (make an area one step less radioactive per 3 caster levels)
58. Recharge the Body (touch live electrical current to remove debilitating status conditions)
59. Sniping Laser (ultra-long range version of *magic missile* inflicts 1d10 force damage per 2 caster levels, to a maximum of 5d10 force)
60. Weapons Upgrade (permanently transform a weapon into a superior weapon of the same basic type)

### **Fourth Level**

61. Amphibious Vehicle (allow enclosed land vehicle to operate on water)
62. Arcane Capacitor (store Spell Points in an object for later use)
63. Arcane Leech (steal 1d8 + INT mod Spell Points from a victim and recover the same amount of Spell Points yourself)
64. Copperblast (Copper sheath reduces target's speed by 10 ft, causes them to become heavily encumbered and Vulnerable to Electricity)
65. Digitize Familiar (turn your familiar into electronic data that can be stored or transmitted, even copied)





- 66. Disintegrate Armor (destroy a target's armor and shield)
- 67. Fostering (transform an infant of a different species to a member of your own race)
- 68. Ghost Chassis (summon an ectoplasmic automobile for one hour / level)
- 69. Identify Subject (learn the name of a photographed creature)
- 70. Kinetic Slam (inflict 1d8 bludgeoning damage per level with no damage cap, and knocks back the target)
- 71. Liquidize Wealth (destroy a valuable object to permanently increase your Wealth bonus)
- 72. Lifeward (prevent Lifespawn from approaching, and inflict penalties on those that remain)

73. Machine Invisibility, Greater (as *machine invisibility* but affect is not broken if subject attacks)

74. Nerve Fire (mental version of *fireball* inflicts 1d8 points of fire damage / level and is resisted with WILL Save, not REF save)

75. Rocket Launcher (summon a magic bazooka for 1 round / level)

76. Pan-Immunity (touched creature becomes immune to radiation, poison and non-magical disease)

77. Psychedelic World (create a zone of shifting color where all creatures are treated as being chaotic and more vulnerable to illusion effects)

78. Sudden Flowering (all metal objects in a 30 ft sphere become wood, fruit and plant matter)

79. Techno-Allergy (spell's victim becomes allergic to the modern world, suffering increased armor check and spell failure chances in artificial armor and suffering 1d4 points of acid damage when touching metal or plastic)

### **Fifth Level**

80. Cyber Surgery (implant cybernetic implant in a creature by touch)

81. Gene Shift (genetically re-engineer a creature by touch)

82. Late Train (create a ghostly subway train to carry you to a chosen destination)

83. Machine Invisibility, Vehicular, Greater (as *machine invisibility, vehicular*, but affect does not end if subject vehicle attacks)

84. Minutes Become Hours (enchant a room so time passes more quickly inside)

85. Necrotic Shot, Greater (as *Necrotic Shot* but affects all bullets in a clip or revolver)

86. Occupational Hazard (members of a specific class suffer 1d10 points of damage per class level)

87. Phantom Bullets (turn up to 50 bullets into incorporeal projectiles that only harm their intended target and ignore armor and cover)

- 88. Spreading Sedition (enemy troops cannot assist one another and may be more completely mind controlled if enough of them fail their saving throw)
- 89. Raise Neverborn (create a Neverborn from human fetal tissue)
- 90. Thin the Atmosphere (transform a huge area into a low oxygen environment for one round)

### **Sixth Level**

- 91. Disintegrate Armor, Mass (as Disintegrate Armor, but affects multiple targets)
- 92. Lifespawn Mutation (grant a touched creature the Awakened Heritage feat, making them a Lifespawned superhuman)
- 93. Mecha-Genesis (create one or more Star Droids from computer components)
- 94. Nuclear Winter (atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage plus radioactivity per round of exposure)
- 95. Rain of Artillery (powerful spell inflicts 6d6+1d6 per level fire damage on targets up to several miles away)
- 96. Submersible Vehicle (as Amphibious Craft, but vehicle can also travel underwater)
- 97. Techno-Allergy, Greater (as Techno-Allergy, but increased penalties and damage)
- 98. Traveler's Passport (teleport flawlessly to the customs checkpoint of any country or region you have visited previously)
- 99. Transfigure Species (permanently alter a willing creature's species)
- 100. Twist Lifeskein (change a Lifechained creature's genetic heritage and powers)
- 101. Viral Meme (create a magical logo that aids you in diplomacy and business)

### **Seventh Level**

- 102. Arcane Lock Down (prevent other Modern Spellcasters from expending Spell Points, while retaining their use yourself)
- 103. Cyber Surgery, Offensive (implant cybernetic implant in unwilling creature, who is also fatigued for number of hours equal to your caster level)

- 104. Death and Rebirth of Heroes (create multiple new Powered Heroes from slain post-humans)
- 105. Techno-Allergy, Mass (as Techno-Allergy, but affects one creature / level)
- 106. Undo Extinction (create a small breeding population of a long extinct animal, plant or vermin species)
- 107. Warp Envelope (shunt a single starship into hyperspace for a single journey)

### **Eighth Level**

- 108. Downloaded Intelligence (create a powerful Full Conversion Cyborg servant from a disembodied AI)
- 109. Kinetic Kill Weapon (depleted uranium spear inflicts 10d10+1d10 per 2 caster levels damage on target, knocks target and adjacent characters prone and creates difficult terrain)
- 110. Sat-Kill (annihilate all satellites whose footprint includes a 20 mile radius of your current position)

### **Ninth Level**

- 111. Dark Passover (horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area not bearing a protective symbol)
- 112. Grand Terraforming (transform a planet into a duplicate of the caster's homeworld)
- 113. Rain of Artillery (Heavy) (very powerful spell inflicts 6d10+1d10 per level fire damage on targets up to several miles away with no maximum damage cap!)
- 114. Segregating Fog (cold magical fog temporarily shunts an entire city to the Plane of Shadows)
- 115. Speciate (grant a geographically isolated species new racial abilities to create a new subspecies)

## Tenth Level (opic)

- 116. City From a Distant Age (temporarily transform an entire city into a historical equivalent)
- 117. Singularity Lock (seal an entire solar system, preventing FTL travel to or from the system)
- 118. Technological Singularity (increase a world's Progress Level and grant its population a single tech-related feat)
- 119. Uplift (permanently increase an entire species' intelligence and grant the Psionic subtype to all offspring)

### Where Is [Spell Name] From D20 Modern?

As I was writing this PDF, I gathered spells from a variety of sources, as described on the OGL page. One of these sources, naturally was the D20 Modern SRD, which included content from *Urban Arcana*. While I converted over many spells from this source, I didn't include all of 'em by any means. Why not?

Many of the D20 Modern spells were modified versions of existing fantasy spells, and as such they are unnecessary to the Modern Spellcaster, who has nine full levels of *Pathfinder Roleplaying Game* spells to choose from. So while some spells may be missing, rest assured you're getting a thematically complete list of spells for the modern era, or even for the future.

## Addiction Purge

**School** conjuration (healing)

**Level** alchemist 4, druid 3, cleric 3, witch 3

**Casting Time** one standard action

**Components** V, S, M (a vial of sterile water)

**Range** touch

**Duration** instant

**Saving Throw** FORT negates

**Spell Resistance** Yes

This spell forces unnatural chemicals from the body and mind. When this spell is cast, it immediately ends the effect of any drug or poison affecting the body, also purging any active potions or temporary gene-mods. This spell provides one automatic successful saving throw per three caster levels on any attempts to resist or overcome an ongoing addition. This spell requires a successful melee touch attack against an unwilling target.

## Amphibious Vehicle

**School** transmutation **Level** sorc/wiz 4

**Casting Time** one standard action

**Components** V, S, M (a line of blue or white paint traced over the desired waterline of the vehicle)

**Range** touch

**Duration** 10 minutes / level

**Saving Throw** None (object)

**Spell Resistance** No (object)

This spell enables a fully enclosed land vehicle (such as a car or truck but not a motorcycle) to operate on water as if it were a watercraft, though at a much-reduced level of performance. The vehicle suffers the following

- -2 penalty to Initiative
- -4 penalty to Maneuver
- Top Speed (including chase scale speed) reduced by 75%

A vehicle affected by this spell sits in the water, with the waterline level with the painted waterline that began the spell. If the doors, hood, trunk or tailgate of the vehicle are opened while the vehicle is in the water, the spell is broken. However, windows, sunroofs and convertible tops, ect, may all be operated normally without jeporadizing the vessel's seaworthiness.



This spell does not function if cast on a semi-real or quasi-real vehicle, such as one created by magic or an Object Philosophy.

### **Anti-Tank Dog**

**School** evocation (fire) (evil)

**Level** sorc/wiz 2, witch 2

**Casting Time** one standard action

**Components** V, S, M (a living dog or other similar animal)

**Range** touch

**Duration** 1 minute/level

**Saving Throw** REF half (see text)

**Spell Resistance** Yes

This cruel spell charges a living animal with unstable magical energies that will eventually, and spectacularly, transform it into an unwilling suicide bomber. When this spell is cast on a non-magical, non-sentient animal of CR 1 or lower, this spell transforms them into a weapon.

The animal gains the ability to recognize and seek out a particular target by appearance (recognizing a target's species, gender, skin color, distinct uniform, or a particular type of vehicle, such as a tank or bus) designated by you at the time this spell is cast. This spell offers no control over the animal, though the animal will flee towards the nearest concentration of designated targets. The animal will charge the target creature(s), when first encountered, attempting to catch as many within its blast radius as possible. The animal detonates when the spell's duration ends, when it is killed, or when it is adjacent to a target, inflicting 1d6 points of fire damage per caster level (maximum 5d6).

### **Arcane Capacitor**

**School** evocation (electricity)

**Level** Modern Spellcaster 4

**Casting Time** one minute

**Components** V, S, F (a capacitor from a circuit, enwrapped with golden wire worth 50 gp/Purchase DC 7)

**Range** touch

**Duration** one year or until discharged

**Saving Throw** No (object)

**Spell Resistance** No (object)

This spell charges an ordinary capacitor, scavenged from an old TV set or computer, into a mystical battery storing magic energy. At the moment the spell is cast, the Modern Spellcaster chooses to imbue the capacitor with any number of Spell Points. The device then stores these spell points for up to a year (and also becomes highly magnetic). Any Modern Spellcaster can draw upon the stored energy to replenish his Spell Point pool as a full round action. The arcane capacitor is a single use item, crumbling away to dust and metal flakes once the energy stored inside is expended.

### **Arcane Looch**

**School** necromancy **Level** Modern Spellcaster 4

**Casting Time** one standard action

**Components** V, S

**Range** touch

**Duration** one round / level (D)

**Saving Throw** None **Spell Resistance** Yes

When this spell is cast, a purple and azure nimbus of energy that appears strangely sharp and painful to look out appears around your fingers. By making a melee touch attack against another Modern Spellcaster, you remove 1d8 + your INT modifier Spell Points from his pool and restore the same amount of Spell Points to your pool. Stolen Spell Points recover normally, if the creature survives. This spell has no effect on creatures without Spell Points.

### **Arcane Lock Down**

**School** abjuration **Level** Modern Spellcaster 7

**Casting Time** one standard action

**Components** V, S, M (a diamond worth 5,000 gp/Purchase DC 23)

**Range** a 90 ft burst, centered on yourself

**Duration** one round / level

**Saving Throw** WILL negates (yes)

**Spell Resistance** Yes

This spell creates a glittering, golden sphere of mystical force, which deadens the flow of magic. Within the area, all Modern Spellcasters other than yourself lose the ability to expend Spell Points unless they succeed at a WILL Save. You yourself retain



the ability to use Spell Points, but to a limited degree. Each round, you can only expend Spell Points equal to your INT modifier or less.

This spell has no effect on abilities or forms of magic that do not require Spell Points to function.

## **Arcane Recharge**

**School** evocation (electricity)

**Level** Modern Spellcaster 1

**Casting Time** one standard action

**Components** V, S, M (a melted or broken fuse), F (a connection to a city power grid)

**Range** personal

**Duration** instant

**Saving Throw** None

**Spell Resistance** Yes

This dangerous spell allows a Modern Spellcaster to tap live current for mystic power. By touching a live wall socket or other connection to a power grid (or powerful stand alone sources of electricity, such as a micro-reactor), you can recover any number of Spell Points, up to your total character level. You must always recover at least one Spell Point when using this ability. However, for each Spell Point recovered, you suffer 1d3 points of Electrical damage, which bypasses any Electrical Resistance or Immunity you possess, though Spell Resistance (if any) may apply.

## **Armored by Failure**

**School** abjuration **Level** cleric 3, witch 3

**Casting Time** one standard action

**Components** V, S, M (idiot henchmen)

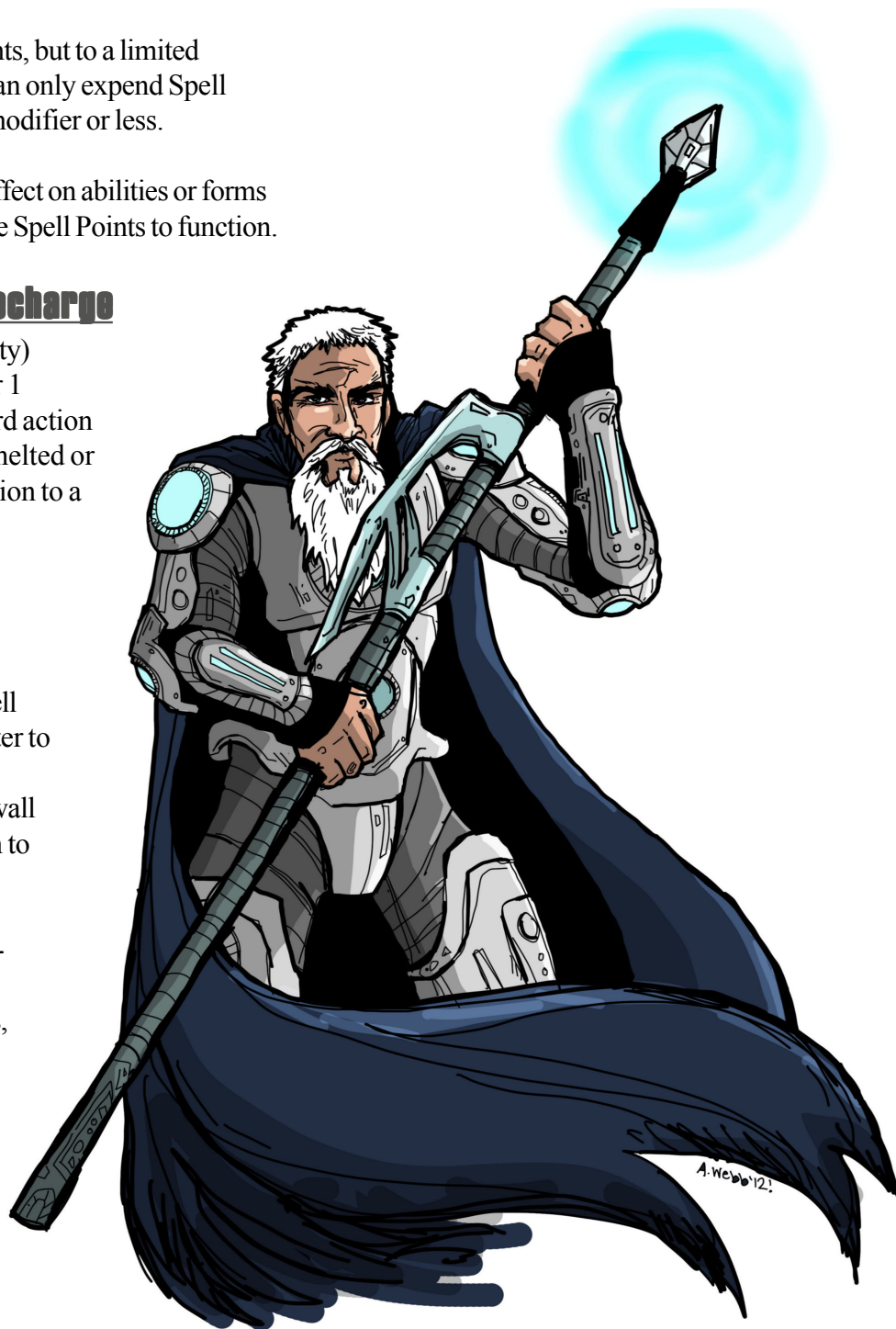
**Range** long (400 ft plus 25 ft / level)

**Duration** one minute/level

**Saving Throw** WILL negates (harmless)

**Spell Resistance** No (harmless)

This selfish protective charm is often cast by Amakaze wage-mages to protect their geriatric masters. When this spell is cast, any time an allied creature is slain with the spell's area of effect, the magic' recipient gains a cumulative DR 1/magic. Allies include subordinates, mercenaries, summoned



creatures, fellow party members, animal companions, ect. This spell also takes effect if an ally is permanently incapacitated by magic (turned to stone, for instance).

There is no limit to the Damage Reduction that can be gained in this manner, as the blood of former henchmen and summoned beasts flows across the recipient's skin and hardens into basalt armor. This Damage Reduction overlaps, and does not stack with, existing DR from other sources.

### **Ballistic Talons**

**School** transmutation

**Level** druid 1, sorc/wiz 1, witch 1

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft plus 5 ft / level)

**Duration** instant

**Saving Throw** None **Spell Resistance** Yes

One or more of the caster's finger nails becomes a gleaming black talon of some superdense, exotic metal, and launches at a target like a razor edged bullet, inflicting 1d8+1 slashing damage if the caster hits with a ranged touch attack (max 5d8+5).

Unlike *magic missile*, which this spell is a modification of, ballistic talons can affect objects. This spell can be targeted at specific parts of creatures or objects and may be used to make sneak attacks. For every 2 caster levels beyond first you gain an additional ballistic talon (2 at 3<sup>rd</sup>, 3 at 5<sup>th</sup>, 4 at 7<sup>th</sup> to a maximum of five talons at 9<sup>th</sup> level).

You make a single ranged touch attack and apply the results to all talons fired. You can choose to fire all talons at a single creature or several creatures. A single talon can only strike a single target. You can determine targets after making your ranged touch attack roll, but must do so before checking for spell resistance.

### **Bird Flight**

**School** transmutation

**Level** druid 3, sorc/wiz 3, summoner 3, witch 4

**Casting Time** one standard action

**Components** V, S, F (the aircraft to be enhanced)

**Range** touch

**Duration** one minute / level (D)

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

This spell makes flying machines more birdlike, giving them phenomenal maneuverability and physics defying performance. When this spell is cast, the aircraft enhanced becomes semi-alive, its wings taking on feathery decorative motifs, its hull and turbines seeming to breathe, and an almost predatory gleam appearing in its cockpit glass. For the spell's duration, the aircraft's maneuverability increases by one category; it can hover without need for flight checks and its base flight speed is increased by 25%. For the duration of the spell, the aircraft's hit points can be restored with Treat Injury checks or Cure spells, as if it were a truly living creature.

### **Bumper Sticker Curse**

**School** necromancy

**Level** alchemist 2, cleric 2, sorc/wiz 2, witch 2

**Casting Time** one standard action

**Components** V, S

**Range** touch

**Duration** 1 day / level

**Saving Throw** None (object)

**Spell Resistance** None (object)

Often used as a prank by activist mages on those with opposing political beliefs, this minor curse can temporarily shut down a vehicle. When cast on an unattended, non-magical vehicle, this curse prevents the vehicle from operating until a specific bumper sticker (s) or other decoration, designated by the caster is removed. The vehicle can be restarted with a DC 20 Repair check, but the curse imposes a -10 penalty on Repair checks to do so, and the check must be repeated each time the vehicle is started. There is no indication of the cause or solution to the problem.

## **Child Ward**

**School** abjuration

**Level** bard 1, cleric 1, sorc/wiz 1, witch 1

**Casting Time** one standard action

**Components** V, S, M (shreds of old dollar bills and fragment of cheap plastic gum-ball toys, negligible cost)

**Range** 10 ft radius +10 additional ft / level

**Duration** 1 hour / level

**Saving Throw** WILL negates

**Spell Resistance** yes

A circle of dust and dislike ensures that irritating children cannot approach the warded area. This spell must be cast on a specific enclosed room or building. Once the area is warded, any humanoid younger than the adult age category (or any humanoid under the jurisdiction's legal age of majority) cannot enter the warded area. With a successful WILL Save, the child can force his way into the warded area, but in doing so triggers an audible alarm, the sound of which is chosen by the caster at the time the spell is cast.

## **City From a Distant Age**

**School** transmutation

**Level** cleric 10, sorc/wiz 10, witch 10

**Casting Time** one hour

**Components** V, S, M (an antique and very valuable art object or cultural treasure from the age to be recreated, worth at least 15,000 gp/Purchase DC 27)

**Range** one city, or large portion of a city, up to a 25 mile radius

**Duration** one day / level (see text)

**Saving Throw** WILL Partial (see text)

**Spell Resistance** No

A wave of iridescent arcana washes over a cityscape, transforming skyscrapers into guild towers, automobiles into mule carts, and office workers into peasant farmers. Everything within the range of this epic level spell is transformed into its nearest equivalent from a distant era, which must be a time period at least 100 years before the current era, and is appropriate to the cultural treasure sacrificed as an art object.

The recreation is casual, not exact or historically accurate. If cast in 2012 New York City, this spell could transform the city into a pseudo-Japanese samurai adventure for the spell's duration if a katana from the 1600s were used as the focus, regardless of the fact that the 1600s in the New York region were a significantly different place. All NPCs are transformed to their nearest cultural equivalent for the target era, even if their race or gender would make such a position unlike in real history. For instance, a female police officer might be transformed into a Roman civic guard, even if in real history women did not fill those roles. A mostly black and Hispanic neighborhood in Harlem might become a Japanese leatherworker's village, even though those two races were unknown in Japan at the time.

Ordinary, non story vital NPCs accept their new roles and lives without question. Only story-significant NPCs and PCs are allowed a saving throw against the effect. All player characters are physically affected by this spell- their costumes and appearance changes at the gamemaster's whim, and their gear similarly changes. Extremely high tech heroic gear becomes a legendary or magical equivalent: for example a suit of powered armor would become enchanted armor. Innate character abilities do not change in game terms, though their appearance might change. For instance, cybernetic abilities might now be explained away as 'golem' implants or magical prosthesis, or as the result of strange sorcery or alchemy, but function normally.

Player characters make a WILL Save to remember the details of their actual lives while within the City From a Distant Age, allowing them to act normally. Failure indicates the characters forget their real lives and adopt period appropriate personas, not recalling their comrades or lives prior to the spell's casting. Each time an enchanted PC or significant NPC interacts with a comrade or loved one from their actual lives, they are allowed a new WILL Save to remember their true lives, as often as once per hour. Creatures alignment and moral principles are unchanged within the City From a



Distant Age, and creatures remember their actions within the City when the spell ends or they leave the area.

Objects or creatures passing out of the City From a Distant Age revert to their modern equivalent. Objects or creatures entering the City physically transform and must make a WILL Save to retain their true memories. A character who saves once against the effect is not required to make new saves for 24 hours, regardless of how many times they enter or exit the City.

Creatures that have more D20 Modern Basic or Advanced Class levels than they do Pathfinder Roleplaying Game class levels are at a disadvantage within the city, suffering a -2 luck penalty on skill checks and attack rolls within the City. If the players have advance notice this spell is going to be used, they can choose to rebuild their characters as PFRPG adventurers; otherwise, they may simply keep adventuring in their current incarnation.

When the spell is cast, the spellcaster designates a Key, a single creature or object that is within the city at the moment the spell is cast. This Key must be physically touched by the caster, and if this creature or object is destroyed, the spell's effect immediately ends. Crafty (and cruel) spellcasters usually designate the Key as the loved one or beloved possession of a player character hero, ensuring that even ending the spell is a terrific loss for the heroes.....

### **Copperblast**

**School** conjuration (creation) **Level** sorc/wiz 4  
**Casting Time** one standard action  
**Components** V, S, M (a copper coin)  
**Range** medium (100 ft + 10 ft/level)  
**Duration** 1 round/level  
**Saving Throw** REF negates **Spell Resistance** No

A wave of liquid copper rushes from the caster's fingertips, sheathing the target in a rapidly hardening shell of superconductive metal. For the duration of the spell, all of the target's movement modes are reduced by 10 ft, and the target is

considered heavily encumbered. If the weight of the target's gear pushes the target past heavily encumbered, the target becomes immobile for the duration of the spell.

In addition, for as long as this spell is in effect, the target becomes Vulnerable to Electricity. A target ensnared with this spell may attempt a STR Check (DC 15 + caster level) to break the copper sheathe as a standard action. Succeeding on this check ends the spell.

### **Cop Ward**

**School** abjuration (chaos)  
**Level** alchemist 4, bard 3, sorc/wiz 3, witch 3  
**Casting Time** one standard action  
**Components** V, S, M (slivers of a broken police badge, mixed with dirt and gravel)  
**Range** 10 ft radius plus +10 additional ft per level  
**Duration** 1 hour / level  
**Saving Throw** WILL negates  
**Spell Resistance** Yes

Paranoia and hatred of authority are solidified into an arcane barrier that prevents police officers, undercover agents and their informants from entering a warded area. Once the spell is cast no one working for any law enforcement or military agency can enter the safe zone, nor can anyone knowingly wearing a wire or other recording device or paid or unpaid informants. Vigilantes unconnected to any police agency can still enter the area, but officials are barred from entering.

With a successful WILL Save, the police officer can force his way into the warded area, but in doing so triggers an audible alarm, the sound of which is chosen by the caster when the spell is completed. The police officer is outlined by a faint blue radius so long as he remains in the warded area. This imposes a -2 circumstance penalty on Hide, Move Silently (Stealth) and Bluff checks in the warded area.

### **Cosmetic Healing**

**School** conjuration (healing) **Level** cleric 0  
**Casting Time** one standard action

**Components** V, S

**Range** touch

**Duration** instant

**Saving Throw** FORT Negates (harmless)

**Spell Resistance** No (harmless)

With a touch, the cleric wipes away the effects of scarring injuries. A single casting of this spell wipes away scars, brands, tattoos and other markings in an area no larger than the hand print touched. This spell does not perform actual healing, and can only be cast on injuries that have already been completely healed, either by mundane or magical means.

## Custom Mod

**School** transmutation **Level** alchemist 2, sorc/wiz 2

**Casting Time** one minute

**Components** V, S, F (a mechanical or electronic tool kit)

**Range** touch

**Duration** instant

**Saving Throw** FORT negates (harmless, object)

**Spell Resistance** No (harmless, object)

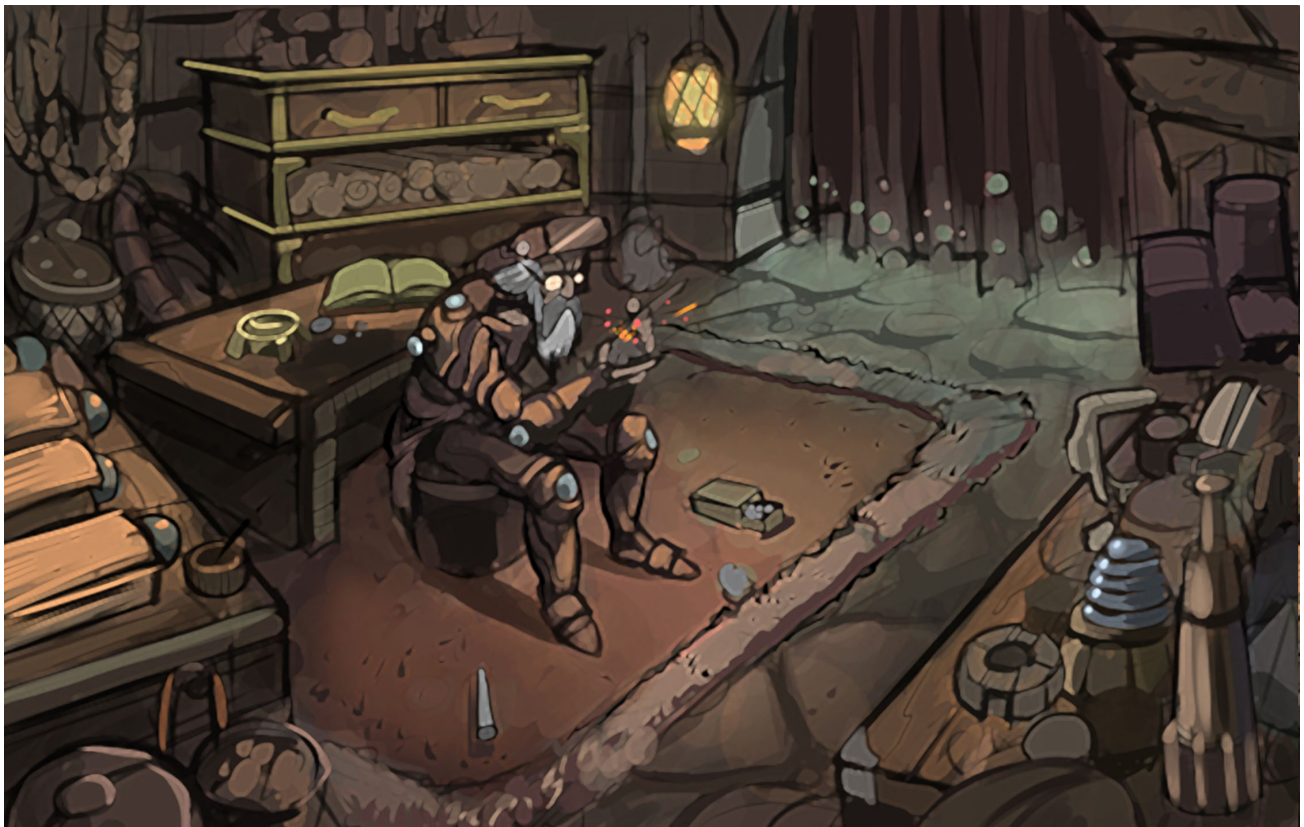
This spell allows you to customize a touched item or device of size Medium or smaller, to your personal use. When this spell is cast, you decide

what modification you wish to make to the object, which can be any virtually anything, such as a handgun, laptop computer, skill kit, electronic device, even a favorite toy. This spell instantly performs the chosen modification to the object without the need for a skill check.

When this spell is cast you can do any of the following. At 10<sup>th</sup> caster level, you can perform two functions with a single casting of the spell.

- Purely cosmetic modifications to the device (change color, modify the case, ect)
- Add the Masterwork quality
- Add a single gadget to the device (such as a silencer or the Compact gadget, ect)
- Change the power source to allow the device to run on Spell Points (1 spell point per 2 hours runtime)
- Change the item's composition from metals to non-ferrous polymers to allow the item to pass through metal detectors
- Any other modification the GM will allow.

If the item to be modified has been affected by this spell within the previous year, this spell automatically fails.



## **Cyber Surgery**

**School** transmutation **Level** alchemist 5, sorc/wiz 5

**Casting Time** one minute

**Components** V, S, M (cybernetics to be implanted, plus a sheet of gold suspended in carbon nanotubes, worth 5,000 gp/Purchase DC 23)

**Range** touch

**Duration** instant

**Saving Throw** FORT negates (harmless)

**Spell Resistance** Yes (harmless)

By touching a willing patient, you perform in seconds what it would take a team of cyber docs working in a fully equipped surgical suite hours to accomplish. Each time this spell is cast, you may implant a single cybernetic implant, which you must acquire prior to casting this spell. The subject is not fatigued and though the surgery is somewhat painful, the pain only lasts seconds. The subject can use the cybernetic implant normally at the completion of this spell.

## **Cyber Surgery, Offensive**

**School** transmutation **Level** sorc/wiz 7

**Casting Time** one standard action

**Components** V, S, M (cybernetics to be implanted)

**Range** close (25 ft plus 5 ft / 2 levels)

**Duration** instant

**Saving Throw** FORT negates

**Spell Resistance** Yes

This spell is a variation on Cyber Surgery, but while that spell is medical in intent, this spell is a deep physical violation. When you cast this spell, you force a provided implant (often a potential lethal implant like a cortex bomb or poison-distributing drug pump) into a living target that fails its FORT save. In addition to the cybernetic implantation, the target is considered *fatigued* for a number of hours equal to your caster level as a result of pain and system trauma. The spell's victim can use the implanted cybernetic device normally at the completion of the spell.

## **Dark Passover**

**School** necromancy (evil) **Level** cleric 9, witch 9

**Casting Time** one minute

**Components** V, S, M (the ritual sacrifice of a single living stock animal, such as a champion stallion or bull, worth 8,000 gp/Purchase DC 25)

**Range** one mile radius per caster level

**Duration** one round / level

**Saving Throw** FORT partial (see text)

**Spell Resistance** Yes

This powerful spell summons a low and ominous ebony cloud that completely blots out the sun for miles around, and calls down rains of vile greenish acid. Each round this spell lasts, all living creatures within the spell's rain suffer 1d6 points of CON damage while exposed to the acidic rain. If a creature succeeds on a FORT save, it takes no CON damage that round, but still must make new saves on succeeding rounds.

The mystical acidic rains do not harm structures or objects, but they will eventually seep through obstructions to slay those taking shelter within. The length of time it takes to seep through a structure is based upon the structure's bulk and construction. Once a structure is penetrated by the acidic rains, the magic affects all floors simultaneously.

- Enclosed vehicles, thin tents, shed roofs, taking shelter under a tree, ect: 1 round.
- Single family homes, most businesses, stone structures: 1d4 rounds.
- Large steel and concrete office buildings, naval vessels, starships: 2d4 rounds.
- Skyscrapers, megastructures like an orbital elevator: 4d4 rounds.

The Dark Passover spell does not harm those marked, tattooed or wearing a particular symbol, chosen by the spellcaster when the spell is cast. Those protected from the Dark Passover's rain do not suffer CON damage unless their protective symbol is destroyed, defaced or removed.



## **Dataread**

**School** divination

**Level** alchemist 1, bard 1, sorc/wiz 1

**Casting Time** one standard action

**Components** V, S, M (a broken piece of circuit board)

**Range** personal

**Duration** 1 minute/level (D)

**Saving Throw** None **Spell Resistance** No

You run your fingers over any machine readable data source (a barcode, CD-Rom disk, floppy, thumbdrive, even an old vinyl record, or any other storage device). You experience the data as it would normally be experienced through an appropriate machine; for instance you hear music stored on a CD. If reading a document file, you visualize and read an image of the page, if reading a barcode you see the item's serial number, pricing information, and other barcoded data. You experience the data in the same time required to read it by conventional means.

This spell does not decrypt encrypted data. Without an encryption key, the encrypted document or file appears as random characters or garbage data. If you know the encryption code, or can succeed at an appropriate Computer Use check, made as a mental action, you can also perceive the encrypted data normally.

## **Datawipe**

**School** evocation (electricity)

**Level** alchemist 1, bard 1, sorc/wiz 1

**Casting Time** one standard action

**Components** V, S, M (a watch battery)

**Range** touch

**Duration** instant

**Saving Throw** FORT negates (object)

**Spell Resistance** Yes (object)

This spell sends a spark of mystic lightning through a single non-sentient computer or external storage device (CD, disk, thumbdrive, ect) that completely deletes all data stored on the device.

This spell will not affect magical data stored on a device, nor will it affect sentient machines of

any type, including robots, constructs, AI or cyborgs of any type. Attended devices receive a save against this effect; computers are considered attended if they are linked to a network currently monitored by a living creature. Computer Use checks made to recover the erased data automatically fail.

## **Date**

**School** divination **Level** bard 0, sorc/wiz 0

**Casting Time** one round

**Components** V, S, M (a pinch of graphite dust)

**Range** touch

**Duration** instant

**Saving Throw** None **Spell Resistance** No

By touching any object, you determine its date of origin, down to the minute if necessary. If the object is one million years old or older, you are *stunned* for one minute after casting this spell. In Otherverse America, if the touched object is from a previous draft of the universe (either the First or Second Universal Iterations) you must succeed at a DC 20 (First) or DC 15 (Second) or permanently suffer 1d4 points of INT and WIS damage, in addition to being *stunned*.

## **Death and Rebirth of Heroes**

**School** necromancy **Level** sorc/wiz 7, witch 7

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft plus 5 ft / level)

**Area** a 30 ft spherical radius

**Duration** one minute / level (D) / instant

**Saving Throw** WILL negates (harmless)

**Spell Resistance** Yes (harmless)

*Require the Use of Powered Hero Evolution (Otherverse Games, 2012)*

This spell is cast to capture a post-humans power at the moment of death and toss that power to the winds of fate. This spell creates a zone of charged necromantic energy that shimmers like a heat haze. If any creature with Powered Hero levels dies within this zone, a random assortment of new Powered Heroes emerge randomly within a few miles of the death site. One first level Powered Hero is created from a random, ordinary first level NPC per Powered Hero possessed by the slain. All newly

created Powered Heroes have the same Enhancement Protocol as the slain Powered Hero whose death contributed to their empowerment.

The zone remains active, even if multiple Powered Heroes die within. Each slain Powered Hero creates a separate collection of ‘off spring’, possibly with different Enhancement Protocols.

The spellcaster can choose one quality shared by the otherwise random recipient of the fallen Powered Heroes’ abilities, such as species, race, age, alignment, affiliation, political or religious belief or starting occupation. The effects of this spell do not prevent slain Powered Heroes from being *raised* or *resurrected* normally.

### **Deep Bowls**

**School** transmutation **Level** cleric 0, druid 0

**Casting Time** one round

**Components** V, S, M/DF (the food to be enchanted)

**Range** touch

**Duration** instant

**Saving Throw** None (object)

**Spell Resistance** No (object)

This simple spell twists reality slightly to a full bowl, dish, plate or food becomes slightly fuller. When this spell is invoked, the caster touches a complete meal, up to a feast so massive it covers an entire table. For every four Medium creatures the meal would normally sustain, it sustains an additional Medium creature. At 10 caster levels, this spell provides one additional meal per three meals.

### **Detect Radiation**

**School** divination **Level** all classes 1

**Casting Time** one standard action

**Components** V, S

**Range** personal

**Duration** one round / level

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

You gain the ability to perceive normally invisible radiation as visual disturbances and luminous auras on wave lengths you can perceive.

You see a flickering aura around any object that is irradiated, or any object powered by nuclear processes, and can gauge the item or creature’s degree of radioactivity.

### **Digitize Familiar**

**School** transmutation (electricity)

**Level** sorc/wiz 4, witch 4

**Casting Time** one standard action

**Components** V, S, F (a USB thumbdrive or similar storage device)

**Range** close (25 ft plus 5 ft / two levels)

**Duration** one hour / level (D)

**Saving Throw** WILL negates

**Spell Resistance** Yes

When you cast this spell, your familiar (who is always considered willing to be transformed) becomes a glowing hologram, its furred or feathered body glowing with lines of solid, ever-changing data. Your familiar becomes an ethereal, intangible being for the spell’s duration and sheds light like a torch. Your familiar gains a 60 ft flight speed (perfect) while in this holographic state.

While digitized, your familiar can transmit itself electronically as an emailed attachment. When the file is opened, your familiar appears in the nearest open space to the computer that opened the file. Your familiar can also be stored indefinitely while in digitized form; if the spell’s duration ends, or the familiar is summoned, it appears in the nearest space to the storage device. If your familiar is destroyed while in its digitized form, and you retain the storage device used as this spell’s focus, you can replace the slain familiar with a back up copy. The spell’s duration must be unexpired to use this ability, and doing so immediately discharges the spell. A familiar returned to life in this manner has its abilities reduced a single level, as if it were owned by a lower level master.

## **Disintegrate Armor**

**School** transmutation **Level** cleric 3, sorc/wiz 3

**Casting Time** one standard action

**Components** V, S

**Range** medium (100 ft plus 10 ft / level)

**Duration** instant

**Saving Throw** FORT partial (object)

**Spell Resistance** Yes (object)

When this spell is cast, you target a single armored target within range. This spell rips at the armor, disintegrating it in a wash of sickly emerald fog. The target may attempt a FORT Save; if this save fails, the target's non-magical armor and shield are instantly and completely consumed. If the save succeeds, the target's armor and shield gain the broken condition. This spell has no effect on magical armor, nor against armor created by magic or an Object Philosophy.

## **Disintegrate Armor, Mass**

**School** transmutation **Level** cleric 6, sorc/wiz 6

This spell functions as Disintegrate Armor, except it affects one target per caster level, no two of which can be more than 5 ft apart.

## **Downloaded Intelligence**

**School** conjuration (creation) **Level** sorc/wiz 8

**Casting Time** one minute

**Components** V, S, F (a full conversion cyberchassis worth at least 35,000 gp/Purchase DC 30)

**Range** touch

**Duration** instant

**Saving Throw** None **Spell Resistance** No

This spell calls a fully sentient AI from the uncharted depths of the 'net (or the Mesh) and installs this powerful intellect in a top quality cyberchassis, allowing it physical existence for the first time. This spell creates a Full Conversion Cyborg with 1d4+1 heroic class levels, which has the Ghost Built Cyborg starting occupation. This AI has the following statistics, before FCB racial ability score adjustments are applied, assigned as the caster wishes: 16, 14, 12, 12, 10, 10.

The downloaded intelligence receives a +5 racial bonus on Computer Use checks and on one

Knowledge check of choice, reflecting its area of expertise as a data-based lifeform. The downloaded intelligence is initially loyal to you and shares many of your goals but you have no special connection or authority over the cyborg.

## **Electronic Inventory**

**School** divination

**Level** alchemist 1, bard 1 sorc/wiz 1

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft plus 5 ft / 2 levels)

**Duration** instant

**Saving Throw** WILL Negates

**Spell Resistance** Yes

For half a second after casting this spell, you perceive all electronic devices as glowing blue schematics, pulsing beneath cloth, or even beneath flesh. When this spell is cast, you gain a total inventory of all electrically powered devices (or alien tech that works to similar ends but uses another energy source) worn or carried by a single creature within range. In the case of cyborgs, you receive a total inventory of all cybernetic implants attached to the character.

You know the name and type of each device, though not its exact capabilities. For instance, if a character was carrying a laptop, you would recognize that, and know the manufacturer, but would not know how much memory the laptop has or programs loaded onto it. Unwilling targets receive a WILL Save; on a success, you gain no information about their devices.

## **Electronic Swoop**

**School** divination

**Level** alchemist 3, bard 3 sorc/wiz 3

**Effect** a 60 ft cone in front of you

This spell functions as Electronic Inventory, except it generates a cone area of effect, which reveals and inventories all electronic devices within this range. Unattended electronics receive no save against this effect, making this spell ideal for bug sweeping.





## **Entropic Bolt**

**School** necromancy

**Level** alchemist 1, cleric 1, sorc/wiz 1, witch 1

**Casting Time** one standard action

**Components** V, S, M (a hollowpoint bullet)

**Range** close (25 ft plus 5 ft / level)

**Duration** instant

**Saving Throw** FORT partial (see text)

**Spell Resistance** Yes

A line of black smoke and purple light leaps from the caster's outstretched hand towards the target. The target immediately ages 1d6 years per caster level (maximum 5d6 years), or a single year on a successful FORT Save. The target immediately suffers the physical ability score penalties associated with aging if moved to a higher age category, without receiving any mental bonuses due to advanced age. If moved beyond their maximum age category, a

victim aged by this spell dies as if by old age, and quickly rots away.

## **Falsify Forensics**

**School** transmutation **Level** sorc/wiz 2, witch 2

**Casting Time** one standard action

**Components** V, S, M (forensic evidence to be planted)

**Range** close (25 ft plus 5 ft / level)

**Duration** instant

**Saving Throw** None (object)

**Spell Resistance** No (object)

This spell manipulates reality to frame a victim for crimes committed by another. When this spell is cast, the forensic evidence used as the spell's material component is spread semi-randomly across a number of 5 ft squares equal to your INT modifier, in a manner as if the target of the frame moved and acted in a way that would justify the placement of

the false evidence. The spellcaster makes an Investigate check with a +15 enchantment bonus, which becomes the target number for future Investigate checks to gather evidence and realize the evidence planted by this spell is false. This spell does not destroy existing forensic evidence on the scene, merely layers false evidence atop it.

### **Fertility Control**

**School** conjuration (healing) **Level** all classes except Inquisitor 0

**Casting Time** one standard action

**Components** V, S

**Range** personal

**Duration** 24 hours (D)

**Saving Throw** None **Spell Resistance** No

With this minor spell, you can control your fertility to a degree that modern pharmaceuticals cannot match. When this spell is cast, you choose if you will be completely infertile or hyper-fertile for the duration of the effect. If you choose to become hyper-fertile, your chance of conception or impregnating a woman during the spell's effect increases to well beyond 60%.

This minor spell is designed to prevent or ensure pregnancy when bedding mortal humanoids, and has no effect on your fertility if you have intercourse with a more exotic supernatural creature, or someone who is artificially controlling their fertility through more potent magical means.

### **Firefast**

**School** transmutation

**Level** alchemist 2, cleric 2, sorc/wiz 1

**Casting Time** one standard action

**Components** V, S, M (a few drops of gun cleaning oil)

**Range** touch

**Duration** one round / 2 levels (D)

**Saving Throw** None (harmless, object)

**Spell Resistance** No (harmless, object)

When you touch a firearm after casting this spell, the weapon's barrel is sheathed in a dark and iridescent aura, which resembles oil mixed with water. For the spell's duration, the touched firearm

gains the ability to fire in automatic and semiautomatic modes.

### **Fire Focus**

**School** evocation (fire) **Level** sorc/wiz 3

**Casting Time** one standard action

**Components** V, S, M (dust from synthetic rubies)

**Range** medium (100 ft plus 10 ft / level)

**Duration** one round / 2 levels

**Saving Throw** None **Spell Resistance** Yes

This spell launches a tightly focused beam of fire and light from the palm of the caster's hand. With a successful ranged touch attack, the Fire Focus inflicts 1d8 points of fire damage. If the spellcaster attacks the target on successive rounds, he receives a cumulative +2 bonus per additional attack made against the same target. Each round the Fire Focus successfully attacks the same target, the damage inflicted doubles (2d8 on the second round, 4d8 on the third, 8d8 on the fourth, to a maximum of 16d8 fire damage on the fifth round). If the caster chooses to attack another target, or misses an attack, the damage inflicted by Fire Focus reverts to 1d8 fire.

### **Fostering**

**School** transmutation **Level** cleric 4

**Casting Time** one minute

**Components** V, S, M (unusual oils and poultices worth 500 gp/Purchase DC 15)

**Range** touch

**Duration** instant

**Saving Throw** WILL negates

**Spell Resistance** Yes

This spell transforms an infant of one species into another, allowing them to grow to maturity as a member of a different race. This spell must be cast on a living infant character in the Child age category of its species. The infant must be willingly offered for transformation by its parents, an orphan or a spoil of war taken from a defeated people for this spell to be effective, otherwise the magic simply fails.

This spell permanently changes the infant into a member of the spellcaster's species, matching ability scores and gender as closely as possible. The

new species becomes the infant's natural form, however anytime after the transformed infant reaches the Young Adult age category, it can learn of its heritage.

Once the fostered infant learns of her heritage, she may select traits, feats and classes unique to both species. She is considered a member of both species for the purpose of spells and effects based on race.

### **Fuel the Engine**

**School** conjuration (creation)

**Level** alchemist 3, sorc/wiz 3

**Casting Time** one standard action

**Components** V, S

**Range** touch

**Duration** instant

**Saving Throw** No

**Spell Resistance** No (harmless)

By touching a single vehicle with an internal combustion engine, from a VW Beetle to an Abrams tank, all the way to an F-22 Raptor, the magical energy you conjure fills its tanks with high performance fuel.

Each time this spell is cast, it provides enough fuel to run the vehicle at full efficiency for one hour per three caster levels. This spell cannot be used to fill external fuel tanks, nor any container not permanently attached to a vehicle. This spell can only produce fuel within a specific vehicle.

### **Gene Shift**

**School** transmutation

**Level** alchemist 5, druid 5, sorc/wiz 6

**Casting Time** one minute

**Components** V, S, M

(genetic engineering drugs and medical nanites worth 5,000 gp/Purchase DC 23)

**Range** touch

**Duration** permanent

**Saving Throw** FORT negates (harmless)

**Spell Resistance** Yes (harmless)

*Requires the use of Sexually Transmitted Future (Otherverses Games, 2011)*

By touching a living subject capable of being genetically engineered, you can send a pulse of mystical energy down into the heart of her cell structure, imposing instant and permanent changes on every helix of her genome.

When this spell is cast, you choose whether to modify the target's genome using Military, Utility or Lifestyle genemods. You can introduce one Military genemod, two Utility genemods, or a number of Lifestyle genemods equal to your casting modifier (INT for Modern Spellcasters) with a single casting of this spell. The target does not need to make FORT saves, the genemods are safely installed and ready for use at the end of this spell's casting.

### **Goo-Political Awareness**

**School** divination

**Level** bard 2, cleric 2, sorc/wiz 2, inquisitor 2

**Casting Time** one minute

**Components** V, S, F (a modern laptop worth around 500 gp/Purchase DC 15)

**Range** personal

**Duration** 1 day / level

**Saving Throw** No (harmless)

**Spell Resistance** No (harmless)

When this spell is cast, a kind of magical threat briefing enters your mind, as you stare entranced at the shifting runes that play across your computer screen. For the duration of the spell, you receive a cumulative +1 insight bonus on Knowledge (civics) and Knowledge (history) checks per four caster levels. In addition, when you receive this awareness of the current world, you designate a single threat group, such as a military force, terrorist group, agents of a particular mega-corp, local police force, ect. For the duration of the spell, you receive a +1 insight bonus on Initiative checks against members of the designated group.



## Ghost Chassis

**School** conjuration (summoning)

**Level** cleric 4, sorc/wiz 4

**Casting Time** one standard action

**Components** V, S, M

(a handful of mechanical junk- broken sparkplugs, gears, burned out fuses, ect)

**Range** close (25 ft plus 5 ft / 2 levels)

**Duration** one hour/level (D)

**Saving Throw** None **Spell Resistance** None

Throwing a handful of broken machinery into the air, the mage speaks a few words of power, which conjure a ghostly vehicle. This spell can create an ectoplasmic duplicate of any civilian ground vehicle the size of a large SUV or smaller. Cars, pickup trucks, light vans, motorcycles, even light industrial vehicles like forklifts to a maximum of size Huge can all be conjured. The created vehicle has average statistics for a machine of its type. The summoned automobile's appearance is determined by the caster at the time of casting.

The caster may concentrate on the vehicle as a full round action and shift details such as color, body style, and add or subtract features such as bumper stickers or a spoiler. The conjured vehicle

has a license plate and all appropriate stickers and decals for the jurisdiction it is created in. However, the false identification documents are randomly created; while forgeries will fool the naked eye, they won't hold up to prolonged scrutiny.

## Grand Terraforming

**School** transmutation

**Level** cleric 9, druid 9, sorc/wiz 9

**Casting Time** one day

**Components** V, S, M (huge vat of strange herbs, algae and fertile soil, weighing upwards of a ton, worth approximately 50,000 gp/Purchase DC 31)

**Range** a single planet or asteroid at least 50 miles in diameter

**Duration** instant

**Saving Throw** FORT negates (object)

**Spell Resistance** No (object)

Grand Terraforming sends forth a green and brown wave of life and fertility that transforms a single designated planet or asteroid in accordance with the caster's wishes. This spell transforms the target planet, which must be at least 50 miles in diameter, into a virtual duplicate of the caster's native biome, suitable for easy colonization by the caster's species. Atmosphere, temperature and



gravity become similar to the caster's homeworld, though temperature and gravity might be as much as 25% higher or lower than on the caster's homeworld, depending on conditions. This magic is so potent that it will maintain home-like conditions on the terraformed world even if local conditions would make them impossible (such as heating a world far from its star, or providing atmosphere and gravity on a tiny planetoid too small to normally have either).

Water appears on the planetoid, drinkable from the moment this spell is cast, and moss, lichen and other simple plants also appear instantly. Over the next year or so, more complex plants appear. Native, non-sentient fauna either die off and are replaced by creatures equivalent to those on the caster's home world, or mutate into new, compatible forms over the same span.

The terraformed world saves as an attended object if even one sentient creature native to that world opposes the change. The planet's native sentient population (s) receive a cumulative +1 bonus on the save per million of their population, making it virtually impossible to terraform heavily settled worlds.

## **Haywire**

**School** transmutation

**Level** alchemist 0, bard 0, cleric 0

**Casting Time** one standard action

**Components** V, S, M (a tiny magnet)

**Range** close (25 ft plus 5 ft / level)

**Duration** one minute /level

**Saving Throw** WILL negates (object)

**Spell Resistance** Yes (object)

The haywire spell causes a single device of up to size Large to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their drawers repeatedly, escalators surge forward then change direction. ATMs flash random data as they spew forth garbage receipts (but not money, though). It's impossible to describe the exact of haywire on any given machine, but in general, the

machine behaves as if an operator were pushing random buttons or randomly changing settings. Turning a haywire device off doesn't work, as the spell disables the on-off switches. Cutting the power supply disable the device 1d4 rounds later, ending this spell.

## **Hunter's Spear**

**School** evocation **Level** druid 2

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft plus 5 ft / level)

**Duration** instant

**Saving Throw** None (see text)

**Spell Resistance** Yes

This spell conjures a barbed, hooked spear and line composed of glistening energy the color of blood. The spear shoots out toward a single target within range, who suffers 2d6 points of piercing damage. The caster then makes a modified CMB check against the victim, with a bonus on the CMB check equal to the damage inflicted. The caster can use his caster level rather than base attack bonus on this CMB check, if caster level is higher.

If this beats the victim's Combat Maneuver Defense, the caster can then pull the speared victim into the square adjacent to him or any intervening square between them (such as pulling a speared target off a balcony or into a hazard).

## **Identify Subject**

**School** divination **Level** bard 4, sorc/wiz 5

**Casting Time** one standard action

**Components** V, S

**Range** personal

**Duration** instant

**Saving Throw** WILL negates

**Spell Resistance** Yes

When this spell is cast, you instantly learn the identity of a photographed subject. As you cast this spell, you gaze at a particular person within a photograph (which can be print or digital). If the target fails a WILL Save, you instantly learn the subject's birth name. The photograph must depict a recognizable image; the subject's face must be at

least partially visible, though it can be shadowed, partially concealed or somewhat blurry. This spell will not work on fully masked or helmed creatures, nor on creatures using magical or psionic means to disguise or conceal themselves.

### **Illusory ID**

**School** illusion **Level** bard 0, sorc/wiz 0, witch 0

**Casting Time** one standard action

**Components** V, S, F (a piece of paper or cardboard roughly the size and shape of an ID)

**Range** touch

**Duration** 30 seconds (5 rounds) (D)

**Saving Throw** WILL negates

**Spell Resistance** Yes

This minor magic wraps a piece of cardboard or paper in illusion, making it appear to be an ID card or credentials of some kind. The caster chooses which type of ID (for example, a Texas drivers license, a military ID card, FBI credentials, ect); the illusion forms an image of the appropriate ID with random, but usually appropriate information. The illusion creates a fake ID with an appropriate but randomly chosen birthdate, and a name appropriate to a person of the caster's race, culture and gender. The caster can decide what kind of ID is created by the illusion, but not specifically who the ID card depicts, though it always bears a photograph of the caster.

This spell is purely a visual illusion, and contains no machine readable or mag-strip data. The ID will not hold up to prolonged scrutiny, and is considered to have an effective Forgery (Linguistics) result of 10 + caster level. The illusion lasts a maximum of five rounds, and ends instantly if the card leaves the caster's possession.

### **Infographic**

**School** enchantment (mind affecting) **Level** bard 0

**Casting Time** one round

**Components** V, S

**Range** personal

**Duration** one round

**Saving Throw** None (harmless)

**Spell Resistance** None (harmless)

This spell distills the contents of a lengthy text into a single icon that so perfectly captures the work's meaning that you can take it in with only a glance. When you cast this spell, you concentrate on a single non-magical text in your possession, or electronic text (such as an e-book, webpage, or PDF); an infographic encapsulating this data appears slightly above the text. You gain full comprehension and retain the information as if you read the text normally.

### **Internalized Knowledge**

**School** transmutation **Level** bard 3

**Casting Time** one minute

**Components** V, S, M (an outdated, battered textbook or encyclopedia volume)

**Range** touch

**Duration** permanent

**Saving Throw** WILL Negates **Spell Resistance** Yes

This spell permanently realigns neural pathways, turning rote learning into new neural connections. When the spell is cast, the recipient automatically loses 4 ranks in a chosen Knowledge skill, and from this point on, this Knowledge skill can never be considered a class skill for the character. In return, the spell's recipient receives a permanent +1 increase to her INT score. A particular creature can only benefit from this spell once in her life.

### **Juryrig**

**School** transmutation **Level** sorc/wiz 2

**Casting Time** one standard action

**Components** V, S, M (appropriate junk and mechanical scrap to be transformed)

**Range** close (25 ft plus 5 ft / level)

**Duration** one hour / level or until destroyed

**Saving Throw** None (object)

**Spell Resistance** No (object)

This spell transforms a motley collection of vaguely useful junk into something approximating a working device. When this spell is cast, the caster envisions a particular device, which forms from junk and mechanical scrap in the spell's range. The type of junk must be at least vaguely appropriate to the mechanical device being constructed. The innards of



an old smoke alarm, a wooden box and a broken mirror couldn't be used to construct a junk car, but it could be used to cobble a juryrigged television set, for instance. The gamemaster has final say in what junk can be used, but should be lenient if the player comes up with a good explanation of how this spell would apply.

Items created by juryrig have only Hardness 2 and 5 HP, regardless of the hardness and HP of the emulated item, and this spell ends if the juryrigged item is destroyed.

### **Kinetic Kill Weapon**

**School** evocation

**Level** druid 8, sorc/wiz 8, witch 8

**Casting Time** one standard action

**Components** V, S, M (a finger-sized slug of depleted uranium worth 200 gp/Purchase DC 12)

**Range** medium (100 ft plus 10 ft / caster level)

**Duration** Instant

**Saving Throw** REF negates (see text)

**Spell Resistance** No

This spell can only be cast out doors, in areas with a clear line of effect to the open sky. When this spell is cast, a goliath spear of depleted uranium jacketed in titanium screams down from high orbit to slam into the target with near nuclear force. The spell's target suffers 10d10 points of damage, +1d10 per two caster levels (maximum 20d10), or no damage on a successful REF Save.

Regardless of whether or not the target makes his REF Save or not, the target and all adjacent characters are knocked prone by the sheer force of the impact. The target's square and all adjacent squares permanently become *difficult terrain* as a result of the impact.

### **Against Flying Targets**

Nothing really stops you from targeting an attack copter, suit of powered armor, dragon or flying post-human with this impressive spell. In fact, this spell might even be more effective against flyer! The flying target takes damage and is knocked prone normally, falling straight down and probably taking additional damage from the fall. The target falls directly down, and lands in the same square as the depleted uranium spear, at the center square of a 9 square grid of difficult terrain and prone bodies.

### **Kinetic Slam**

**School** evocation (force) **Level** sorc/wiz 4

**Casting Time** one standard action

**Components** V, S

**Range** medium (100 ft plus 10 ft / level)

**Duration** instant

**Saving Throw** FORT partial (see text)

**Spell Resistance** Yes

You fire a brilliant beam of bluish force from the palm of your hand. With a successful ranged touch attack, you inflict 1d8 points of bludgeoning damage per caster level (with no damage cap!). For every four points of damage suffered, the target is knocked back 5 ft. The target can attempt a FORT Save to reduce the knockback by half.

### **Know Lusts**

**School** divination

**Level** bard 1, cleric 1, inquisitor 1, witch 1

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft plus 5 ft / 2 levels)

**Duration** one round

**Saving Throw** WILL negates

**Spell Resistance** Yes

You perceive the target of this spell as being bathed in a colorful aura, by deciphering the aura's colors and tones you gain information about that person's sexuality. When this spell is cast, you discover the target's sexual orientation, its preferred type of lover (species, race, gender, hair and eye color, other cosmetic traits that are preferred) and if the creature has any paraphillias or fetishes, and if so, what they are. This spell has no effect if cast on

non-sentient creatures, asexual creatures, nor upon creatures who reproduce in a dramatically different manner than ordinary humanoids, regardless of their sentience.

### **Late Train**

**School** conjuration (creation) **Level** sorc/wiz 5

**Casting Time** one standard action

**Components** V, S, M (2-5 gp/Purchase DC 2 cash thrown onto the empty tracks)

**Range** close (25 ft plus 5 ft / level)

**Duration** one journey, up to 1 mile / level

**Saving Throw** None **Spell Resistance** No

This spell conjures a ethereal subway train consisting of an engine and 2-3 cars, all composed of pale blue light. The late train can carry dozens of passengers or vast amounts of cargo, all of whom must be present and board (or be loaded onto) the train within 5 minutes of the spell's casting. This ghostly subway train journeys to a destination of your choosing at roughly the same speed as an ordinary train. It automatically bypasses occupied lines, taking back tunnels and mysterious shortcuts between worlds, so as not to encounter other trains on the tracks. The train journeys as close as possible to a location you designate, traveling along existing subway or train lines, and stopping, if possible at a regular stop near your desired destination.

### **Lesson In Manners**

**School** enchantment (mind affecting)

**Level** bard 1, cleric 2, witch 1

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft plus 5 ft / 2 levels)

**Area** 10 ft radius burst

**Duration** instant

**Saving Throw** WILL negates

**Spell Resistance** Yes

The spell caster's scorn and annoyance becomes a potent weapon. When the mage casts this spell, choose a specific irritating behavior (such as cutting another person off in traffic, talking on a cellphone in public, ect). The behavior chosen must be a non-combat action, unrelated to a potential target's alignment or class features. Thus you could

decide that the targeted behavior is 'rudeness to waiters', but couldn't choose 'making attacks of opportunity' 'being chaotic neutral' or 'casting a spell' as triggers.

Once cast, any creature within the target area that has preformed the prohibited action within the past 24 hours is subject to the spell's effect. Any creature that has preformed the prohibited action suffers 1d6 points of non-lethal damage per caster level (maximum 10d6 non-lethal). Creatures that haven't preformed the specified action are immune to this spell, as are creatures immune to non-lethal damage.

### **Lifekill**

**School** necromancy **Level** druid 2, sorc/wiz 2

**Casting Time** one standard action

**Components** V, S

**Range** medium (100 ft plus 10 ft / level)

**Duration** instant

**Saving Throw** FORT partial **Spell Resistance** Yes

*Requires the Use of Guide to the Known Galaxy (Othervers Games, 2008)*

This spell offers a potent defense against Lifechained predators. This spell inflicts 3d6 points of damage to any target with the Lifechained subtype, plus one point per Lifechained feat the creature possesses, or half damage on a successful FORT Save. Lifechained creatures suffer a penalty on their FORT Save equal to their number of Lifechained feats. Non-Lifechains cannot be targeted by this spell.

### **Lifespawn Mutation**

**School** transmutation (alignment descriptor based on heritage) **Level** alchemist 6, druid 6, sorc/wiz 6

**Casting Time** one minute

**Components** V, S, M (Lifechained genetic material worth at least 5,000 gp/Purchase DC 23)

**Range** touch

**Duration** instant

**Saving Throw** FORT negates

**Spell Resistance** Yes

*Requires the Use of Guide to the Known Galaxy (Othervers Games, 2008)*



This spell ties a creature, willing or otherwise, to the starspanning eco-system known as the Lifechain. This spell can only be cast on a living creature lacking the Lifechained subtype. When this spell is cast, the spellcaster chooses a single Awakened Heritage from the following list. This spell mutates the creature to provide them with the Awakened Heritage Lifechained feat. The spell's alignment descriptors are determined by which Awakened Heritage the caster chooses to impose.

Deity	Alignment
Artemis	N
The Gazelles	LG
The Genesis	LN
The Nemesis	CE
The Mother / Roe Athene	CG
The Senators	LN
The Singular	LE



### Lifeward

**School** abjuration **Level** druid 4  
**Casting Time** one standard action  
**Components** V, S  
**Area** 15 ft radius plus 5 ft / level  
**Duration** one minute / level  
**Saving Throw** FORT partial (see text)  
**Spell Resistance** Yes

*Requires the Use of Guide to the Known Galaxy (Otherverses Games, 2008)*

This spell creates a field of discordant cosmic energy that hedges out cells corrupted by Lifespawned DNA. Creatures with the Lifechained

subtype cannot enter the warded area, unless they succeed on a FORT Save. Even Lifespawn who succeed on a FORT Save suffer distraction and pain so long as they remain within the warded area. They take a -2 penalty on all attack rolls, skill checks, and saving throws, and suffer one point of ongoing bleed damage per round.

Lifechained creatures inside the warded area when it is created are pushed to the outside perimeter of the field on a failed save. Lifechained creatures suffer a penalty on their FORT Save equal to the number of Lifechained feats they possess. The



caster may designate this spell as effective only against a single Lifespawn heritage (such as the Mother, the Nemesis, ect) in which case it does not affect Lifespawns of other types but imposes a -4 penalty on FORT Saves against creatures of the designated heritage.

### **Liquidize Wealth**

**School** transmutation **Level** sorc/wiz 4

**Casting Time** one minute

**Components** V, S, F (an ATM or e-banking app running on a phone or laptop)

**Range** touch

**Duration** permanent

**Saving Throw** FORT negates (object)

**Spell Resistance** Yes (object)

When this spell is cast, a single object of up to size Huge melts down into a gleaming puddle of gold and silver, than vanishes in a flash of light, becoming a purely electronic form of wealth. The spellcaster must touch the object to be converted and the ATM or computer used as the spell's focus. The sacrificed object is lost forever, effectively destroyed, and the spellcaster or a creature designated receives a +1 increase to his or her Wealth score for every \$2,000 or gold pieces in the sacrificed items resale value, to a maximum of +10 Wealth.

Fractional values are lost; as this spell completely destroys an object without trace, it is ideal for criminal mages wishing to fence stolen items or permanently rid themselves of evidence. The beneficiary of the magic must have a current bank account, and the wealth increase is symbolized by a deposit from some seemingly mundane corporation that prolonged investigation will reveal does not really exist (Research or Knowledge (civics) DC 30 to discover the company doesn't exist).

### **Machine Invisibility**

**School** illusion **Level** sorc/wiz 2

**Casting Time** one standard action

**Components** V, S, F (a hand mirror or compact, fogged with the caster's breath)

**Range** touch

**Duration** one minute / level (D)

**Saving Throw** WILL Negates (harmless, object)

**Spell Resistance** Yes (harmless, object)

The creature or object of up to size Large touched cannot be detected by video cameras, electronic sensors, radar, motion detectors, or other high tech detection systems. The object is also invisible to non-sentient machine characters, such as robots, constructs and golems. However, the object is still visible to sentient machines, such as cyborgs, AI and sentient robots and androids. Advanced targeting systems, such as those installed in guided missiles, provide no bonus on attack rolls against the subject, and in many cases, they cannot choose the subject as a target at all. This spell does not affect vehicles.

While this spell is active, the invisible object does not appear in photographs or cameras, nor will photographs taken of the object later appear in a photo, though light generated or carried by the creature remain visible (thus appearing as a light with no visible source in photographs). The object or creature cannot be weighed or detected by other sensors- it appears to have no mass to scales and mass detectors, no heat for infrared sensors to pick up, and so on. Microphones do not pick up sounds the subject directly makes, but still pick up sounds the subject makes by interacting with the environment. Items dropped or put down by the subject become detectable to machines.

This spell ends if the subject attacks any creature, as is standard for invisibility.

### **Machine Invisibility, Vehicular**

**School** illusion **Level** sorc/wiz 3

This spell functions as machine invisibility, but it also allows the caster to hide a vehicle up to

size Colossal and all its passengers from detection by machines. The caster must remain in physical contact with the invisible vehicle for the duration of the spell, or the affect immediately ends.

### **Machine Invisiblity, Greater**

**School** illusion **Level** sorc/wiz 4

This spell functions as machine invisibility but the affect does not end if the subject makes an attack.

### **Machine Invisiblity-Vehicular, Greater**

**School** illusion **Level** sorc/wiz 5

This spell functions as machine invisibility, vehicular, but the affect does not end if the subject vehicle makes an attack.

### **Mecha Genesis**

**School** conjuration (creation) (earth)

**Level** cleric 6, sorc/wiz 7

**Casting Time** one minute

**Components** V, S, M (alloys, rare earth circuit components and a program-ready AI memory core, all worth about 1,000 gp/Purchase DC 18)

**Range** touch

**Duration** instant

**Saving Throw** None **Spell Resistance** No

In Galaxy Command, this spell is often the province of alien techno-mages, and spellcasters capable of casting Mecha Genesis are well regarded in Star Droid society. When this spell is cast, slithering tendrils of yellow and white lightning lash out and assemble one or more Star Droids (see Galaxy Command core rulebook). The spell can either construct one Star Droid with heroic class levels or 1d4+1 Star Droids with ordinary class levels, chosen when the spell is cast. These Star Droids have an alignment or affiliation similar to the spellcaster, and are initially friendly towards him, but the spellcaster has no special control or knowledge over these newly assembled droids.

### **Media Mend**

**School** transmutation **Level** sorc/wiz 0

**Casting Time** one standard action

**Components** V, S, (a drop of adhesive or alcohol)

**Range** touch

**Duration** instant

**Saving Throw** None (harmless, object)

**Spell Resistance** No (harmless, object)

This spell makes minor repairs to a piece of media (an old, tangled cassette tape, scratched DVD or even a crumbling papyrus scroll), to allow the media to be played or read easily. This spell effectively removes the broken condition from this object.

### **Metal Stealth**

**School** illusion **Level** bard 1, sorc/wiz 1, witch 1

**Casting Time** one standard action

**Components** V, S, M (a piece of waxed parchment wrapped in foil)

**Range** touch

**Duration** one minute/level

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

This spell hides a single metal object of size Medium or smaller and weighing up to 10 lbs per caster level from detection by metal detectors or most advanced sensors. If a character makes a Search (Perception) check to detect the concealed object, he or she receives no equipment bonuses on the attempt to detect the masked object.

### **Millionaire's Scourge**

**School** evocation **Level** cleric 3, druid 3, witch 3

**Casting Time** one standard action

**Components** V, S

**Range** medium (100 ft plus 10 ft / level)

**Duration** instant

**Saving Throw** REF half (see text)

**Spell Resistance** No

This potent damage-dealing spell turns the victim's wealth and social standing against him. A line of golden force slams into the target with the force of a train. A poor victim has little to fear from this spell, but a wealthy target is lucky to escape in one piece.

This spell inflicts 2d6 points of damage, plus an additional +1d6 points of damage per every three points of the target's Wealth bonus (maximum +12d6 additional damage). Alternatively, this spell inflicts +1d6 points of additional damage per 1,000 GP of wealth (including magic items) carried on the target's person, with the same damage cap.

All coins, cash, non-magical jewelry or credit card must succeed at an additional FORT save as attended objects or be destroyed, further inconveniencing the target. This occurs whether or not the target makes a REF save for half damage.

### **Minutes Become Hours**

**School** abjuration

**Level** cleric 5, sorc/wiz 5, witch 5

**Casting Time** one standard action

**Components** V, S, M (a handful of colored sand and crushed rose petals sprinkled around the area to be warded)

**Range** touch

**Area** 10 ft radius around the caster plus an additional +10 ft / level or size of the warded area, whichever is smaller

**Duration** one round (actual time) per level

**Saving Throw** WILL negates (harmless)

**Spell Resistance** Yes (harmless)

You carve a short lived pocket dimension out of reality. In this other dimensional sanctuary, time passes more quickly, allowing you to rest and heal while only a few seconds pass for the outside world.

This spell must be cast in a discrete, enclosed area, such as a bedroom or closet, though any bounded, enclosed area (even a tent, cave or stone circle) can serve. The spell's magic wards the area, casting out of normal time/space and projecting it into a more swiftly flowing timestream. Every round that passes for the outside world (actual time) is an hour for those within the warded area (subjective time).

During this time, those within the spell-zone can sleep, heal naturally, use the Heal or Treat Injury

skill to treat their wounds, use healing potions and magic, or perform almost any other action. Any poisons or spell effects brought into the spell-zone by one of its inhabitants continue to function and spell durations continue to expire in the subjective time zone. Communication with the outside world is impossible during this time; cell phones and similar devices cannot penetrate the warded area, nor can psionic or magical communication.

Those within the warded area do not recover spells or spellslots, due to the fundamental differences between the ward-zone and true reality. If someone outside the warded area enters the ward-zone, the spell ends abruptly.

### **Necrotic Shot**

**School** necromancy **Level** sorc/wiz 3, witch 3

**Casting Time** one standard action

**Components** V, S, M (boneshards or teeth from a humanoid slain by gunfire)

**Range** touch

**Duration** one round / level or until discharged

**Saving Throw** WILL partial (see text)

**Spell Resistance** Yes

This potent, deadly spell is the terror of the modern magical battlefield. When this spell is cast, you imbue a single bullet with a powerful necromantic effect. A target struck by this bullet suffers damage normally, and must succeed at a WILL Save or suffer an additional curse. If the target fails this WILL Save, the hit point loss from this gunshot becomes permanent HP loss.

Even if the target successfully saves against permanent HP loss, the powerful necromancy effect prevents the damage from healing, either by magic or via natural healing for 24 hours after the damage occurs.

A *remove curse* spell will negate the effect of Necrotic Shot and allow damage to begin healing (or be healed) normally. *Remove curse* does not allow the target to recover permanently lost HP, however.



## **Necrotic Shot, Greater**

**School** necromancy **Level** sorc/wiz 5, witch 5

This spell functions as Necrotic Shot, except when the spell is cast, the spellcaster can apply this spell to all rounds in a revolver's cylinder or within a single ammunition magazine. This spell does not affect belt fed or break action weapons, nor does it affect energy weapons.

## **Nerve Fire**

**School** enchantment (mind affecting) (fire)

**Level** sorc/wiz 4, witch 4

**Casting Time** one standard action

**Components** V, S, M (dissected neural tissue mounted on a slide)

**Range** medium (100 ft plus 10 ft / level)

**Area** 20 ft radius spread

**Duration** instant

**Saving Throw** WILL partial (see text)

**Spell Resistance** Yes

This spell is a modern variant of the fearsome *fireball*, a flame of thought that can cook a man from the brains outward. This spell generates mental flames that inflict 1d8 points of damage per caster level (maximum 10d8). Creatures who suffer at least 40 points of damage from this spell are also *stunned* for 1d4 rounds.

You point and determine the area where the nerve fire will erupt, determining distance and height. The nerve fire will detonate early if it intersects a barrier prior to attaining the prescribed range. An early impact results in early detonation. If attempting to send the nerve fire through a narrow opening, a ranged touch attack is necessary, or else the nerve fire strikes the barrier and detonates early.

Nerve fire inflicts no damage on objects and does not affect creatures immune to mind affecting abilities. Creatures who succeed on a WILL Save only take half damage. Unlike *fireball*, the nerve fire can never break barriers, which contains the effect if cast in a narrow area.

## **Nuclear Winter**

**School** evocation (cold) **Level** cleric 6, sorc/wiz 6

**Casting Time** one standard action

**Components** V, S

**Range** medium (100 ft plus 10 ft / level)

**Area** cylindrical area (20 ft radius, 40 ft high plus 5 ft in both dimension / two levels)

**Duration** one round / two levels

**Saving Throw** None **Spell Resistance** Yes

You call upon the cold and radioactive fury of an endless post-nuke winter, creating a frozen and irradiated hell that is hostile to all life. In addition to creating a punishing ice storm, the spell also bathes the area in low levels of lethal radioactive fallout.

Great magical hailstones pound down, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area per level of this spell.

A -4 penalty applies to each Perception (Listen) check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Worse, each round the storm continues, all creatures within the target area are exposed to a low dose of radiation (as described in the D20 Future core rules). When the spell ends, the irradiation vanishes, though the damage the radioactive exposure causes remains.

## **Occupational Hazard**

**School** necromancy

**Level** cleric 5, sorc/wiz 5, witch 5

**Casting Time** one standard action

**Components** V, S

**Range** medium (100 ft plus 10 ft / level)

**Area** 30 ft radius burst

**Duration** instant

**Saving Throw** WILL half **Spell Resistance** Yes

This spell is designed to punish a specific class or caste, and in the Otherverser America setting, is a feared weapon of Lifer Modern



Spellcasters. When this spell is cast, the spellcaster designates a single class, which can be a PFRPG core class, D20 Modern Basic Class, Advanced Class or Prestige class, (or class from another source common to the campaign). All members of the targeted class within the spell's area suffer 1d10

points of damage per class level (to a maximum of 20d10), with a WILL Save for half damage.

### **Open All Night**

**School** conjuration (creation)

**Level** bard 2, sorc/wiz 3

**Casting Time** one minute

**Components** V, S, M (the money used to make the purchase or transaction involved in the spell)

**Range** touch

**Duration** one hour (D)

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

When this spell of convenience is cast, mystical energy surges through a closed business, powering shut down machines and igniting overhead lights turned off for the day. The business' cash register is replaced by a glowing, spectral duplicate, and a ghostly vision of a typical storekeeper appears behind the register, ready to do business.

This spell can only be cast on an empty business that is closed temporarily; if the building is inhabited, such as by a night stocker, cleaning crew or watchman, the spell simply fails to function. For one hour after the spell is cast, the business is considered open and functions exactly as it would during a typical business day. The caster or designated allies, present when this spell is cast can utilize the facility normally, to make purchases, enjoy a meal (in a closed restaurant) or otherwise use the facilities in any way a standard customer could. The spell immediately ends if the caster or his allies enter any non-public area or behave in a way that would cause comment among a real staff.

Funds used (or Wealth checks made) during the transaction are used up normally, and in a day or



two, find their way into the coffers or accounts of the closed business, placed there as if by ordinary commerce. If purchasing items with any restriction rating (such as by using this spell at a closed gun shop), the restriction ratings are the same when interacting with the store's phantom staff. At the end of the spell's duration, the caster's presence is cleaned up, exactly as if the staff of the business cleaned up after them after an ordinary day of business.

### **Pan-Immunity**

**School** abjuration **Level** cleric 4, druid 4

**Casting Time** one standard action

**Components** V, S, DF

**Range** touch

**Duration** one minute / level

**Saving Throw** FORT Negates (harmless)

**Spell Resistance** Yes (harmless)

This spell sheathes the recipient in a barely perceptible golden aura. For the duration of the spell, the recipient becomes immune to radiation, poison and all non-magical forms of disease.

### **Pride of the Collection**

**School** conjuration (creation) **Level** bard 1

**Casting Time** one minute

**Components** V, S, M (art objects similar to the object too be conjured, worth about 10 gp/ Purchase DC 3)

**Special** caster must have at least 1 rank in Knowledge (popular culture) to cast this spell

**Range** touch

**Duration** permanent

**Saving Throw** None **Spell Resistance** No

This spell summons unique art work from somewhere else in the multiverse, giving collector-mages a unique piece for their collection. With this spell, you might summon a CD of John Lennon songs written during the 90s and referencing the Oklahoma City bombing, the first issue of Avengers penciled by Curt Swan instead of Jack Kirby, or virtually any piece of pop entertainment from a parallel world where art, culture and history took slightly different paths. While this artifact may be

amusing, and a source of great personal entertainment, it is virtually valueless in mainstream reality, as most would assume the object is a clever, but obvious forgery, if put up for sale in the caster's timeline.

### **Penetrating Energy Weapon**

**School** evocation **Level** sorc/wiz 3

**Casting Time** one standard action

**Components** V, S, M (a small, synthetic ruby worth 10-15 gp/Purchase DC 3)

**Range** touch

**Duration** one round / level

**Saving Throw** None (object)

**Spell Resistance** None (object)

This spell sheathes a single, touched energy weapon in a faint pinkish glow, and allows its blasts to slice through even the hardest anti-energy defenses. For the duration of the spell, the touched energy weapon inflicts damage of an unspecified energy type, rather than Fire, Electricity or some





other energy type. As a result, resistances or immunity to specific energy forms do not apply to blasts from the enchanted weapon. No other qualities of the enchanted weapon change.

## **Phantom Bullets**

**School** transmutation **Level** alchemist 5, sorc/wiz 5

**Casting Time** one standard action

**Components** V, S, M (a tiny piece of lithium metal)

**Range** touch

**Duration** one hour / level

**Saving Throw** None (object)

**Spell Resistance** No (object)

This spell turns up to 50 bullets, all of which must be touched at time of casting, into semi-real energy matrixes, which are incorporeal projectiles that only harm their intended targets.

Phantom bullets pass through intervening obstacles including armor, and ignore cover bonuses to defense. Attacks with phantom bullets are ranged touch attacks. Barriers of magical energy, such as a *wall of force*, stop phantom bullets. Phantom bullets pass harmlessly through any creatures other than the intended target, and thus suffer no penalty for firing into melee, nor will they ever harm a civilian unintentionally. Phantom bullets affect incorporeal or ethereal targets normally.

Phantom bullets count as a +3 magic weapon for the purpose of overcoming damage reduction. These bullets disappear seconds after they strike a target, making it impossible to gather ballistic evidence from these enchanted rounds.

## **Photomapping**

**School** divination **Level** bard 3, sorc/wiz 3

**Casting Time** one standard action

**Components** V, S

**Range** personal

**Duration** instant

**Saving Throw** None **Spell Resistance** No

This spell allows you to instantly trace a photograph back to the point it was taken. When you cast this spell, you gaze at a single photograph (which can be printed or digital), and for a second,

the exact street address or GPS coordinates of the location where the image was taken flashes across the image.

## **Psychodelic World**

**School** illusion (mind affecting, chaotic)

**Level** bard 4, sorc/wiz 4

**Casting Time** one standard action

**Components** V, S, M (a rainbow sticker or item of clothing, consumed when this spell is cast)

**Range** 60 ft radius continually emitted from your body, that moves with you

**Duration** one round / level

**Saving Throw** WILL partial (see text)

**Spell Resistance** Yes

This spell creates a zone of shifting, clashing, psychedelic colors that tint everything within the spell's area, and generate bright illumination within this area. All creatures caught within this hyper-colorful aura are treated as being *Chaotic*, regardless of their actual actions or alignment. This may suppress certain class features or powers for the spell's duration, or make creatures within the area more vulnerable to spells that target chaos.

While caught within the spell, targets must succeed at WILL Save every round. Failure indicates the creature is *dazzled* that round. If the target fails two consecutive WILL Saves against the psychedelic world spell, he or she automatically fails all saving throws against illusion effect for the spell's duration.

## **Radiation Purge**

**School** transmutation **Level** sorc/wiz 4, druid 3

**Casting Time** one standard action

**Components** V, S, M (a tiny vial of potassium)

**Range** close (25 ft plus 5 ft / level)

**Area** one 5 ft square / level

**Duration** instant

**Saving Throw** None (object)

**Spell Resistance** No (object)

A wave of pale white light erupts from the caster's hand, scrubbing away radioactivity. When this spell is cast, all objects within the designated 5 ft squares have their level of radioactivity reduced by

one step per three caster levels. Unless irradiated again, the change in radioactivity is instant and thus, permanent. This spell will affect radioactive materials, such as uranium fuel slugs, but will not affect devices specifically designed to channel or utilize radiation, such as a nuclear reactor or atomic weapon within the spell's range.

### **Rain of Artillery**

**School** evocation (fire) **Level** sorc/wiz 6

**Casting Time** one standard action

**Components** V, S, F (tactical maps, either printed or electronic, of the area of be targeted)

**Range** 1 mile/caster level (see text)

**Duration** Instant

**Saving Throw** REF half **Spell Resistance** No

This powerful war-spell enables the Modern Spellcaster to kill targets far over the horizon, with ranges comparable to modern heavy artillery bombardment. This spell affects a line of 5 ft squares equal to the caster's level, which can be arranged either vertically or horizontally, or diagonally, anywhere within the spell's maximum range. The spellcaster does not need to see the target area, but must clearly understand where the spell is to be targeted, such as by viewing the location through binoculars, over a live camera, via GPS coordinates or through a detailed tactical map.

All creatures and objects within the target zone suffer 6d6 points of fire damage plus an additional +1d6 points of fire damage per caster level (to a maximum of 25d6), with a REF Save offered for half damage.

This spell cannot be cast closer than to within  $\frac{3}{4}$  mile of the spellcaster's current position.

### **Rain of Artillery (Heavy)**

**School** evocation (fire) **Level** sorc/wiz 9

This spell functions as Rain of Artillery except that base damage is 6d10 and increases by +1d10 per caster level. There is no maximum damage cap on Heavy Rain of Artillery.

This spell cannot be cast closer than to within 2 miles of the spellcaster's current position.

### **Raise Neverborn**

**School** necromancy **Level** sorc/wiz 5, witch 5

**Casting Time** one minute

**Components** V, S, M (human fetal tissue)

**Range** touch

**Duration** instant

**Saving Throw** No (harmless)

**Spell Resistance** No (harmless)

This spell is a refinement of the Life from Death Object Philosophy that created the Neverborn species (Species of the Otherverses, Otherverses Games, 2011). When this spell is complete, you create a Neverborn with a single heroic class level of your choice. You may choose to create the Neverborn as an Adult, Young Adult or Child. You have no special connection or control over the created Neverborn, but when it is created it shares your basic beliefs and allegiances.



## **Recharge the Body**

**School** conjuration (electricity) (healing)

**Level** alchemist 3, cleric 3, sorc/wiz 4

**Casting Time** one standard action

**Components** V, S, F (a connection to a city power grid)

**Range** touch

**Duration** instant

**Saving Throw** WILL negates (harmless)

**Spell Resistance** Yes (harmless)

By converting electrical energy to raw eldritch power, you recover quickly from physical pain and debility. You must touch, and draw electrical energy from a wall socket, power main or other connection to a power grid (or powerful source of electricity, such as a micro-nuclear reactor). The recharge spell instantly eliminates any or all of the following conditions: cowering, dazed, exhausted, fatigued, nauseated, shaken, sickened, stunned. In addition the recharge the body spell instantly cures blindness or deafness caused by a spell or spell-like ability.

Creatures who are either Immune to or Vulnerable to Electricity are affected more strongly by this spell, healing 1d8 points of damage +1 point per level (no cap) in addition to the listed effects.

## **Re-Energize**

**School** transmutation **Level** alchemist 0, cleric 0

**Casting Time** one standard action

**Components** V, S, M (a candy or protein bar or energy drink)

**Range** touch

**Duration** instant / 5 minutes

**Saving Throw** FORT negates (harmless)

**Spell Resistance** Yes (harmless)

This spell imbues a snack bar or energy drink with mystical energy. If consumed within 5 minutes of this spell being cast, the enchanted food or drink removes the *fatigued* condition from anyone who eats it. The entire candybar or drink must be consumed to have any effect; only a single creature can benefit from a casting of this spell. \

## **Reflect the Camera**

**School** divination **Level** bard 2, sorc/wiz 2

**Casting Time** one standard action

**Components** V, S, M (silvers from a broken mirror)

**Range** personal

**Duration** instant

**Saving Throw** None **Spell Resistance** No

This spell changes your perception so that you briefly experience a two dimensional photograph as a three dimensional world. While casting this spell, you gaze at a photograph (which may be printed or digital) and choose a focal point within the image. For a few seconds after casting the spell, you see other aspects of the scene photographed, as if the camera were in the place of the focal point chosen, looking outward. Effectively, you see what the person standing at the focal point chosen would have seen, possibly including the photographer or other details. Lighting conditions and visibility in the image are identical to conditions when the photograph was taken.

## **Reload**

**School** transmutation **Level** sorc/wiz 2

**Casting Time** move equivalent action

**Components** V, S

**Range** touch

**Duration** instant

**Saving Throw** None (harmless, object)

**Spell Resistance** No (harmless, object)

This spell instantly reloads any revolver or magazine fed firearm. The ammunition created is non-magical, and has no special properties. This spell has no effect on energy weapons, nor belt fed weapons or break action weapons.



## **Rocket Launcher**

**School** evocation **Level** sorc/wiz 4

**Casting Time** one standard action

**Components** V, S

**Range** personal

**Duration** one round / level or until all shots are fired

**Saving Throw** None **Spell Resistance** No

This spell creates a luminous rocket launcher composed of brilliant yellow/white energy. The caster pantomimes the act of readying and firing a shoulder-fired rocket, requiring the use of both hands. When the mystic rocket launcher is fired, a trail of flame travels from the muzzle of the glowing weapon to the target.

This magic weapon functions identically to a M72A3 LAW rocket (described in D20 Modern), except it is considered a magic weapon for the purpose of overcoming damage reduction. Range penalties and non-proficiency penalties, if applicable, apply to attacks with this magical weapon. The magic rocket launcher has no weight and causes no encumbrance.

Firing a shot with the magic rocket launcher is a full round action. The caster can fire a number of shots equal to ½ his caster level (rounded down). The spell ends when the duration expires or when all shots are fired.

## **Sanitizing Touch**

**School** transmutation **Level** alchemist 0

**Casting Time** one standard action

**Components** V, S, M (distilled water or bleach dripped on the caster's fingertips)

**Range** touch

**Duration** instant

**Saving Throw** None (object)

**Spell Resistance** No (object)

This simple spell is a cornerstone of both medical and criminal magic. When this spell is cast, the spellcaster touches an object, and the magic instantly wipes away all micro-organisms and forensic traces (such as blood drops, semen, hair or skin samples) within a single 5 ft cube. This spell does not have any effect on larger pieces of forensic

evidence (such as bullet casings), or objects intentionally dropped or left behind by a creature. It has no affect on magical diseases lurking somewhere in the area, but will prevent the possibility of mundane contamination.

## **Sat-Kill**

**School** evocation (light) (electricity)

**Level** druid 8, sorc/wiz 8

**Casting Time** one standard action

**Components** V, S, M (a sliver of asteroidal iron or a component from a downed satellite or space station)

**Range** 20 mile radius burst, centered on the caster

**Duration** Instant (see text)

**Saving Throw** None (object)

**Spell Resistance** No (object)

When this spell is cast, a column of electromagnetic fury blasts upward through the atmosphere, destroying all satellites whose area of coverage or footprint includes the spell's radius. This spell fries the systems of surveillance, communications and weapons sats alike, rendering them completely useless, and shielding the area from surveillance and photography for at least 2d8 hours, until concerned entities can task other satellites to the area to pick up the slack. In addition, sat-linked communications within the spell's area become useless for at least 24 hours, and possibly more, at the game masters discretion.

The light flare accompanying this spell can be seen for miles, and creatures within 100 ft of the spell caster must succeed at a DC 15 FORT Save or be *blinded* for 1d6 minutes.

In addition to the intended effects, this spell may destroy dozens, even hundreds of civilian satellites, disrupting commerce and communication. Roll 1d6 to see what side effects are caused by this spell.

1. Telephone and sat radio communication within the entire state/county/province/ect the spell is cast are shut down for 6d6 hours.
2. All Computer Use checks made within the state where the spell is cast require double



the normal time for 6d6 hours, due to slow and intermittent internet/Mesh connections.

3. All credit card transactions and ATM systems within the area of effect fail for 1d6+1 days.
4. Anyone within the state where this spell is cast with a Wealth bonus of +10 or greater permanently loses -1d4 points of Wealth, due to market disruptions.
5. Commercial television and cable stations go offline for 1d4+1 days in the spell's area.
6. Research checks made in the area suffer a -2d10 penalty for the next 1d4+1 days, due to data loss and system glitches.

### **Segregating Fog**

**School** abjuration (chaos)

**Level** cleric 9, druid 9, sorc/wiz 9, witch 9

**Casting Time** one hour

**Components** V, S, M (a scale model of a city landmark, worth at least 100 gp/Purchase DC 10)

**Range** one city, or large portion of a city, up to a 25 mile radius

**Duration** one hour / level

**Saving Throw** None **Spell Resistance** No

For a time, this potent magik transports a city partially into the void-reality known as the Plane of Shadows. A cloying grey mist that brings a cold drizzle and drops temperatures by at least 10 degrees F rolls in as the spell's ritual begins. By the end of the ritual, the fog becomes a physical barrier. No creature or object can pass into or out of the segregating fog by purely physical means. Communications signals (radio, TV, phone, wifi or Meshlinks) fail to function. Power lines and other infrastructure leading out of the segregated city fail, as if they had been cut.

Characters with only ordinary class levels are considered *fatigued* for the duration of the spell; if caused the become *fatigued*, they become *exhausted* instead. The Plane of Shadows saps their strength and will during their sojourn. Heroic

characters suffer a -2 penalty on all WILL and FORT saves while trapped within the segregating fog.

## **Singularity Lock**

**School** abjuration

**Level** cleric 10, druid 10, sorc/wiz 10

**Casting Time** one round

**Components** V, S, M (a few flakes of white dwarf matter, contained in a magnetic bottle and weighing several tons, worth 10,000 gp/Purchase DC 26)

**Range** a single solar system

**Duration** one day/level (D)

**Saving Throw** WILL partial (see text)

**Spell Resistance** No

This spell seals a solar system from the non-rational dimensions that allow hyperspace travel. For the duration of the spell, no starship can enter or leave the system by travel through any faster-than-light means, including hyperspace or the ITF Corridor. Individual starship captains may attempt a WILL Save while entering the system; if successful that particular starship may travel normally through the locked system. If the save fails, the starship drops back into normal space and its journey ends just outside the orbit of the system's farthest planet. This spell does not affect magical or planar travel.

## **Smart Meal**

**School** divination

**Level** alchemist 1, bard 1, sorc/wiz 1, witch 1

**Casting Time** one minute

**Components** V, S, M (food to be enchanted)

**Range** touch

**Duration** 1 hour per level or until discharged

**Saving Throw** WILL negates (harmless)

**Spell Resistance** Yes

You encode raw data and knowledge into a meal you prepare. Once the smart meal (which can take the form of virtually any dish you choose) is ready, it can be shared by a number of creatures up to your primary casting modifier (INT for Modern Spellcasters). When this spell is cast, you choose a single skill you have at least one rank in; you can encode a luck bonus on checks with that skill equal to your ranks. At any point before the spell's

duration expires, the recipient of the smart meal can access the luck bonus as a free action.

## **Sniping Laser**

**School** evocation (force) **Level** sorc/wiz 3

**Casting Time** one round

**Components** V, S

**Range** long (400 ft plus 40 ft / level)

**Duration** instant

**Saving Throw** None **Spell Resistance** Yes

This combat spell enables the spellcaster to fire a line of milk-white force capable of blowing apart an engine block, or turning a human skull into bloody bone fragments. This spell functions identically to magic missile, except the spellcaster fires a single sniping laser as a full round action. This spell automatically hits any target in range that does not have total cover or concealment, and inflicts 1d10 points of force damage per two caster levels (5d10 maximum).

## **Speciatio**

**School** transmutation **Level** druid 9

**Casting Time** one hour

**Components** V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/Purchase DC 39)

**Range** a single continent or landmass

**Duration** instant

**Saving Throw** FORT negates (harmless)

**Spell Resistance** Yes (harmless)

*Requires the Use of Fursona: The Definitive Guide to Creating Anthropomorphic Heroes (Otherverse Games, 2011)*

This spell forces evolution in a new direction, creating a unique new species from a geographically isolated existing species. When this spell is cast, all creatures genetically related to the genome provided are transformed; the gamemaster determines whether hybrid creatures (such as Half-Elves when Elves are the intended target) are also transformed.

The spellcaster chooses a single Anthro order to determine favored racial traits, and applies up to two (2) Build Points worth of major or minor



traits to all creatures affected by Speciate. All genetically similar creatures within the target landmass who fail or forego a FORT save become a newly evolved species. The new species is genetically distinct and no longer infertile with its parent species. A particular species can only be affected by Speciate once during its evolution, but multiple enclaves of the same parent species on different landmasses (say, North American and Australian *homo sapiens*) can be affected by separate castings of the Speciate spell, becoming entirely new species.

Only living creatures may be affected by Speciate. Oozes and many aberrations have such unusual anatomies and genomes they are not affected by this spell.

### Spellslinger

**School** enchantment **Level** Modern Spellcaster 2  
**Casting Time** one standard action  
**Components** V, S, F (a pair of high quality shooting gloves)  
**Range** personal  
**Duration** one round / level  
**Saving Throw** None **Spell Resistance** No

This modern combat spell turns even the most studious Modern Spellcaster into an expert gunslinger. For the duration of the spell, the Modern Spellcaster adds his INT modifier as an insight bonus on ranged attack rolls with modern or futuristic weapons (including superhuman power blasts and ranged spells, but not with bows, crossbows or other primitive ranged weapons).

The Modern Spellcaster may also choose to add his caster level as bonus damage on any successful ranged attack roll, but doing so instantly ends this spell.

### Spreading Sedition

**School** enchantment (mind-affecting)  
 (language dependant)

**Level** bard 5, sorc/wiz 5

**Casting Time** one standard action

**Components** V, S

**Area** 30 ft burst centered on you

**Duration** one minute / level

**Saving Throw** WILL Negates  
 (see text) S

**pell Resistance** Yes

When this spell is cast, a word of hate and distrust prevents allies from working effectively as a team. All targets within the spell's area must succeed on a WILL Save; if they fail, the creature cannot benefit from flanking, cannot use the aid another action, nor can they designate any creature as an ally for the purpose of spells or other powers.

If at least half the targets within the spell's area fail their saving throw, the sedition is worsened.

All creatures who failed their saving throw, in this case are treated as if affected by *Charm Monster* instead.

If the targets manage to save against the Charm

Monster effect, they are still affected by Spreading Sedition for this spell's duration.



## **Submersible Vehicle**

**School** transmutation **Level** sorc/wiz 6

**Casting Time** one standard action

**Components** V, S, M (waterproof tar smeared on the vehicle's tires or windows)

**Range** touch

**Duration** 10 minutes / level

**Saving Throw** None (object)

**Spell Resistance** No (object)

This spell functions as Amphibious Vehicle, except it allow allows the enchanted vehicle to submerge itself and travel underwater. The enchanted vehicle can safely descend to a depth of up to 500 ft plus 100 ft per caster level. The spell provides clean, breathable air to the vehicle's occupants. Opening the vehicle in any way, including opening windows, immediately ends the spell, which could prove instantly fatal if the vehicle is deeply submerged.

If the spell's duration ends while the vehicle is still submerged, the vehicle ascends to the surface at a slow enough rate not to risk decompression sickness by the occupants. The vehicle then begins to sink again, at the normal rate for a vehicle of its type.

## **Sudden Flowering**

**School** transmutation **Level** druid 4, witch 5

**Casting Time** one standard action

**Components** V, S, M (a Kijimunna's fruiting body)

**Range** close (25 ft plus 5 ft / level)

**Area** 30 ft omni-directional burst

**Duration** permanent

**Saving Throw** WILL Negates (object)

**Spell Resistance** No (object)

With a squealing cry of child-like joy, you toss a nourishing berry freely given from a Kijimunna's body into the air, where it explodes in a storm of juicy pulp and cherry blossom leaves. (Kijimunna are described in *Black Tokyo Legends: Races of the Tatakama*, Otherverse Games, 2012.) All non-magical metal objects- from swords, guns and cell phones to modern automobiles within the burst area are transmuted to wood, flowers and

fruits. Attended objects are allowed a WILL Save to resist the transmutation.

Most objects transformed into wood and plant matter become useless, but melee weapons transformed by this spell are simply treated as clubs or quarterstaves, depending on size and shape. Sudden Flowering does not affect metal directly implanted in a living body- it cannot affect dental fillings, earrings, nor cybernetic implants, nor will it affect characters created from metal, from constructs to Star Droid robots.

## **Synthesize Drugs**

**School** conjuration (creation)

**Level** alchemist 2, druid 3

**Casting Time** one standard action

**Components** V, S, M/DF (an empty drug container)

**Range** touch

**Duration** instant

**Saving Throw** None **Spell Resistance** No

This spell creates a single dose of a drug chosen by the spellcaster, perfectly mimicking the chemistry of any non-magical street or prescription pharmaceutical. The drug appears in the empty container provided.

The two versions of the spells produce different drugs. The alchemical version of this spell can only produce heavily processed, synthetic chemical substances, such as methamphetamines or prescription medicines. The druidic version of this spell produces only natural substances that require only rudimentary processing to be usable, such as marijuana or peyote. The Modern Spellcaster chooses which version of the spell to learn when he acquires this spell, and can learn both versions of the spell.

## **Techno-Allergy**

**School** necromancy **Level** druid 4

**Casting Time** one standard action

**Components** V, S, DF

**Range** close (25 ft plus 5 ft / 2 levels)

**Duration** one day

**Saving Throw** WILL  
negates

**Spell Resistance** Yes

This spell inflicts a near lethal allergy to the modern world on a single target, making it an ideal weapon for modern druids. If the target fails her save, the armor check and arcane failure chance of any armor, except for purely natural forms of armor, such as leather or hide, is doubled. For the spells duration, any time the victim merely touches metal, plastic or other processed substances, she suffers 1d4 points of acid damage.

Characters with cybernetic implants are considered *sickened* for the duration of the spell, in addition to other effects. Cyborgs do not suffer ongoing acid damage from the presence of implanted metal or plastic devices.

### **Techno-Allergy,** **Greater**

**School** necromancy **Level** druid 6

This spell functions like Techno-Allergy save that armor check penalties and arcane spell failure chance are tripled. The touch of unnatural substances inflict 2d6 points of acid damage, and cyborgs are considered *nauseated* while under the effects of this spell.

### **Techno-Allergy, Mass**

**School** necromancy **Level** druid 7

This spell functions identically to Techno-Allergy, save that it can affect up to one creature per

caster level, no two of which can be more than 5 ft apart.

### **Technological Singularity**

**School** enchantment (mind-affecting)

**Level** sorc/wiz 10

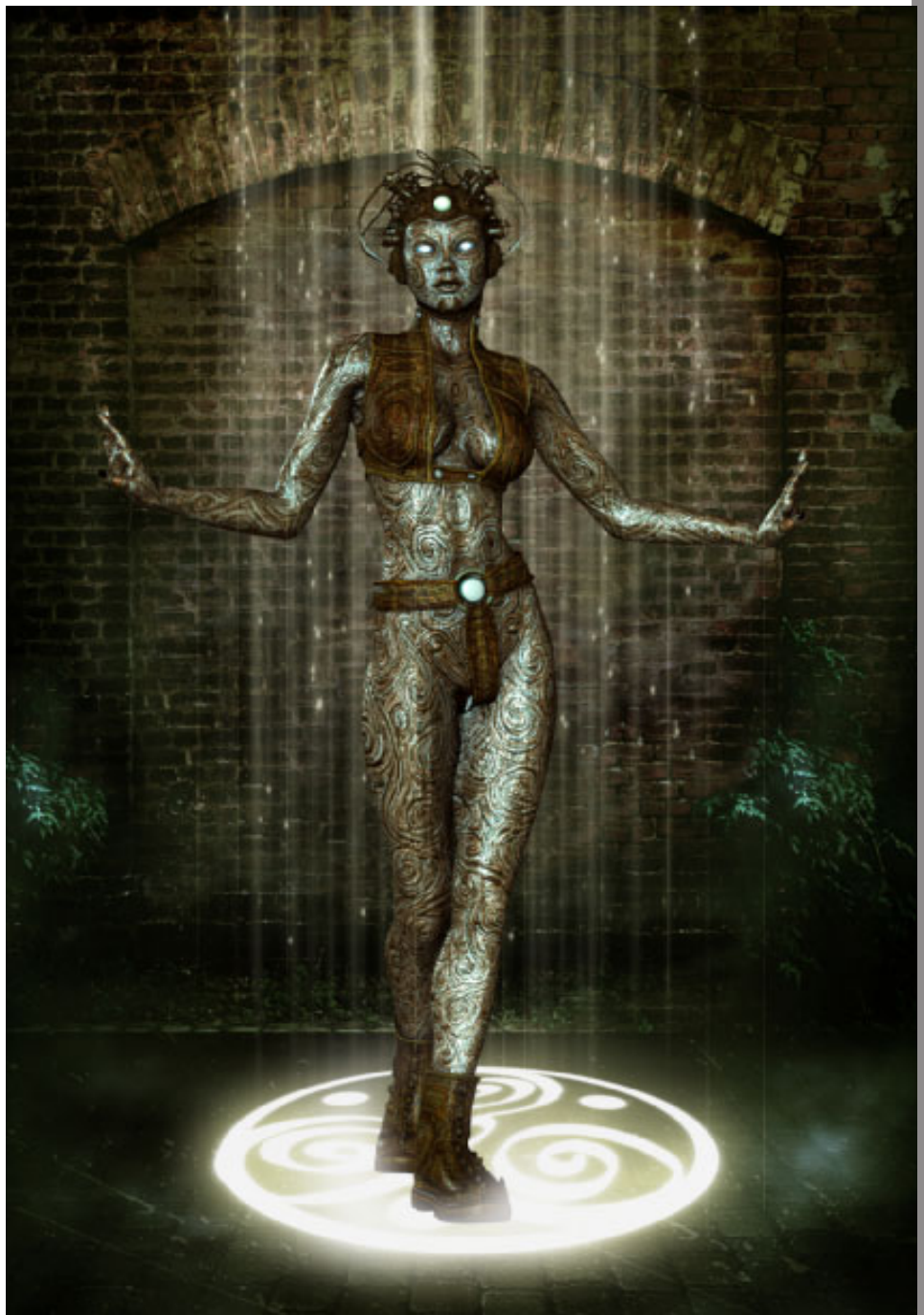
**Casting Time** one hour

**Components** V, S, F (a fully self aware AI that participates in the ritual willingly)

**Range** planetary

**Duration** instant

**Saving Throw** None **Spell Resistance** No





What *uplift* does for a species soul, technological singularity does for its technology. When this spell is cast, it sparks a technological revolution on the target planet. Within the year, new technology begins appearing, spurring technological and unchecked social progress. The Progress Level of the culture increases by +1, though it may take time for particular devices to come into common use.

From the first seconds after the technological singularity occurs, the most skilled inventors and crafts people on the planet acquire the knowledge to build devices from the next highest progress level, though a period of trial and error and labor is required before these devices become reality. Player characters can begin inventing new devices from the higher PL at no penalty.

This spell grants the population of the target comfort and familiarity with the new devices that will be coming soon. This spell provides the sentient population of the world with a feat chosen from the following list:

- Educated
- Gearhead
- Skill Focus (Knowledge: technology or Knowledge: popular culture)
- Aircraft Operations
- Vehicle Expert
- Surface Vehicle Operations
- Personal Firearms Proficiency

A planet can only benefit from technological singularity once in its existence.

### **Thin the Atmosphere**

**School** transmutation **Level** druid 5, sorc/wiz 5

**Casting Time** one standard action

**Components** V, S, M (a pinch of dust or rocks from an airless planet/asteroid)

**Range** long (400 ft plus 40 ft /level)

**Effect** a 60 ft diameter sphere

**Duration** one round

**Saving Throw** FORT partial (see text)

**Spell Resistance** No

When this spell is cast, a huge wound is ripped in the living atmospheric envelope of a world.

Oxygen is scooped out of the target area, leaving a spire of intense white clouds above the zone that takes hours to dissipate. This thin atmospheric zone lasts for one round, creating the following effects.

- All creatures that require an atmosphere to function must succeed at a FORT Save or become *fatigued* for one minute; already *fatigued* targets become *exhausted* instead.
- Flying creatures must succeed at a DC 20 Fly check or fall from the sky at their normal flight speed for one round, possibly taking damage.
- Physical ranged weapon attacks, such as arrows or gunshots, suffer a -20 penalty within this zone.
- Fires immediately end within the zone. Spells or effects that create fire function normally, but have a duration of instant and cannot ignite combustible materials. Internal combustion engines of any kind cease functioning in the zone.
- Airborne toxins, poisons and pollution (including magic like cloud kill) fall out of the air as dust and collect at the ground, immediately ending the effect.
- Any weather controlling spells active on the zone must succeed at an opposed caster level check to continue functioning or cease immediately. This also applies to Object Philosophies like Mother of Storms, that allow weather control.

### **Traveler's Passport**

**School** conjuration (teleportation)

**Level** bard 6, sorc/wiz 6

**Casting Time** one minute

**Components** V, S, F (a stamped passport in your birth name)

**Range** personal / effectively unlimited

**Duration**

**Saving Throw** No **Spell Resistance** None

This spell allows the caster to arrive at any destination he has visited before with a single step, even if that destination be a continent...or even a world...away. This spell teleports to caster, her familiar and up to 50 lbs of additional gear to the customs or immigration check point of any country or region she has previously visited. She merely touches an old stamped entry mark on her passport and visualizes her destination. In starfaring settings, this spell will function across intergalactic distances, so long as the caster has previously visited foreign planets or stations.

## **Transfigure Specles**

**School** transmutation

**Level** alchemist 6, cleric 6, druid 6, sorc/wiz 7

**Casting Time** one minute

**Components** V, S, M (the preserved skull or other vital anatomical specimen from the species to be emulated)

**Range** touch

**Duration** instant

**Saving Throw** FORT Negates

**Spell Resistance** Yes

This powerful spell can transform a man into a Dwarf, or a Half Grey or a winged Tal-Anon or virtually any other of the multiverse's myriad sentient species. When this spell is cast, the subject is loses all existing racial traits (though they retain any racial feats, if they would be compatible with their new anatomy, and humans retain their existing bonus skill ranks, but no longer receive new bonus skill ranks), and gains the racial abilities of a new species, chosen by the caster.

The new species must be a humanoid, monstrous humanoid, dragon or giant, as must be the subject of the spell. If this spell is used to transform a creature of another type, or to turn the subject into a race of a different type, such as undead or fey, the spell simply fails. The transformed subject loses existing racial ability score modifiers, and gains the ability score modifiers of the new race. If the subject has racially specific talents or feats, they may select an equal number unique to their new chosen race.

If this spell is used against a creature who has been transformed by it within the past year, it automatically fails.

## **Twoot**

**School** illusion **Level** bard 0, sorc/wiz 0

**Casting Time** one standard action

**Components** V, S

**Range** unlimited

**Duration** instant

**Saving Throw** None **Spell Resistance** No

You send a text message of up to 128 characters (about a sentence or two) which appears on the screen of any device capable of receiving such messages, including phones, PDAs, computers, implanted comms systems or even older devices like pagers. If the device is turned on, the message appears instantly; if not the message appears as soon as the device is powered on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance.

You must either know the contact information for the device (phone number, ISP, email account name, ect) or have seen the specific device to send a message to it.

## **Twist Lifeskein**

**School** transmutation

**Level** alchemist 6, druid 6, sorc/wiz 6

**Casting Time** one minute

**Components** V, S, M (Lifechained genetic material worth 5,000 gp/Purchase DC 23)

**Range** touch

**Duration** instant

**Saving Throw** FORT negates

**Spell Resistance** Yes

*Requires the Use of Guide to the Known Galaxy (Othervers Games, 2008)*

This spell severs a creature's connection to the Lifechain and reestablishes it, albeit in a new way. When this spell is cast, the creature loses their original Awakened Heritage feat, and receives a new version of that feat, with a new heritage chosen by the spellcaster. The target creature loses any Lifechained feats unique to his or her original

heritage, and chooses an equal number of new Lifechained feats suitable to their new Awakened Heritage.

## **Undo Extinction**

**School** conjuration (summoning)

**Level** druid 7, witch 8

**Casting Time** one hour

**Components** V, S, M (viable genetic sample of the species to be reconstructed)

**Range** touch

**Duration** permanent

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

For many nature-witches, this spell is the pinnacle of their art, able to restore life to species long vanished. When this spell is complete, you restore an extinct species of non sentient Animal, Plant or Vermin to life. This spell can be cast anywhere on the planet; the magic places the reborn species within its original range or as close to it as possible, taking into account climactic and geographic changes. For instance if you're trying to resurrect a Jurassic sea creature native to now dried up seas in the central USA, the species will appear in the nearest body of water that could sustain it, possibly the Gulf of Mexico or Great Lakes depending on whether it is a salt or fresh water creature.

Your spell conjures a very small and still endangered breeding population of the extinct creature. A day after the spell is cast, the population is in the low teens or twenties; a month after the spell is cast, the breeding population has grown to about 500, all located within a fairly small geographic area. There is no guarantee the restored population will thrive, especially if its primary food source is also now extinct.

## **Universal Coupon**

**School** illusion (figment)

**Level** bard 1, cleric 1, sorc/wiz 1

**Casting Time** one standard action

**Components** V, S, M (an advertising flyer or brochure for the business involved)

**Range** touch

**Duration** instant

**Saving Throw** WILL negates (harmless)

**Spell Resistance** Yes (harmless)

This spell creates a single use mystic coupon that allows you to purchase anything, from anyone, at a significant discount. By presenting this universal coupon at the time the item or service is purchased, you reduce the Purchase DC by -2. Due to lingering traces of this magic, a business who redeems one of these coupons gets paid... somehow. It is possible to determine the presence of mystical financial tampering with a DC 10 Spellcraft or DC 25 Knowledge (business) check, and access to the business' financial records.

The clerical version of this spell is somewhat limited, as items purchased must fall within the tenants of the cleric's faith. Thus, a pacifist cleric could not purchase weapons, nor could a Lifer cleric purchase the services of a Neo-Witch Midwife, for example.

## **Uplift**

**School** transmutation **Level** sorc/wiz 10

**Casting Time** one hour

**Components** V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ Purchase DC 39)

**Range** a single planet

**Duration** instant

**Saving Throw** None (harmless)

**Spell Resistance** No

This spell can completely change the course of a species, spurring its evolution forward in a single instant. When this spell is complete, all creatures that are genetically related to the provided genome on a single planet are uplifted, effectively becoming a new, more intelligent species. The gamemaster decides whether hybrid species (for example Half-Elves if all Elves on a particular planet are the spell's target) are uplifted as well.

Uplift has no effect on already existing creatures. However, the genetic changes by uplift take effect immediately, and all children born to the



uplifted species will display the changes, even those who were in utero when the spell was cast.

Uplifted creatures receive a +2 racial bonus to Intelligence and a +1 racial bonus to any other ability score of choice, which stacks with existing ability score bonuses, if any. Uplifted creatures have the Psionic subtype, and may freely select Psionic Precursors and Psionic feats. Only living species may be uplifted; creatures of the ooze and vermin types cannot be uplifted. A species can be uplifted only once during its evolution.

## **Viral Meme**

**School** illusion (mind affecting) **Level** bard 6

**Casting Time** one hour

**Components** V, S, F (a sketched image of the meme, penned by the meme's recipient)

**Range** touch

**Duration** 1 day / level (D)

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

"Memes" are pop-culture ideas and images which capture the public imagination, creating short lived but memorable fads. Advertisers and entertainers hope to create lasting memes, while political and religious leaders use the same techniques to sway the masses. With this spell, you create a magically enhanced meme which rapidly spreads through the global culture, spawning a host of imitators. Everywhere you go, you see 'your' meme; it's imprinted on t-shirts, emblazoned on billboards and on TV ads. You hear people jokingly repeating your catchphrase in restaurants, listen to DJs talking about the fad on the radio, ect.

At any time during the spell's duration, the spell's recipient take a standard action to manipulate the meme to their benefit. By speaking the catchphrase, reminding a target of the meme by pointing out your symbol, or some similar action, you receive a +5 morale bonus on all CHA-based skill checks, Gather Information checks and all Profession checks made involving the target (s). The caster can cast the meme on another person's behalf; the recipient of the magic must personally create the spell's focus image.

Once the spell's duration ends, the meme fades rapidly from public consciousness. Though traces of the meme remain (on line, in an ad agency's files, on fading t-shirts), the meme's power is gone. Those looking at the meme after the duration expires find it hard to understand why the symbol held such widespread appeal. A magic user can make a Spellcraft check (DC 15 + the caster's INT modifier) to recognize the expired *viral meme* as a product of magic, rather than conventional advertising tactics. The viral meme's recipient receives no bonus on any checks against a target that successfully saves against this spell. A creature who saves against a viral meme cannot be affected by that meme for 24 hours.

*Focus:* Before casting this spell, you must write, draw or paint your meme on a small sheet of paper. No skill check is required to create the meme; the icon must be recognizable, but needs not be artistic. This paper must be carried on your person for the spell's duration. If the paper is lost or destroyed the meme ends.

## **Visual Feast**

**School** conjuration (healing) **Level** bard 2

**Casting Time** one standard action

**Components** V, S, M (photographs, drawings or other visual representations of delicious foods, such as pictures cut from a magazine or newspaper)

**Range** personal

**Duration** 24 hours (D)

**Saving Throw** None (harmless)

**Spell Resistance** No (harmless)

This spell allows you to savor a meal, and even draw nutrition, from simply watching others eat and drink. You become immune to hunger and thirst for the spell's duration, as long as you view other creatures eating and drinking at least enough to satisfy a creature of your size.

## Warp Envelope

**School** conjuration (teleportation)

**Level** cleric 7, sor/wiz 7

**Casting Time** 1 minute

**Components** V, S, F (a spaceworthy vessel)

**Range** touch

**Duration** see text

**Saving Throw** None

**Spell Resistance** No (Harmless)

When this spell is cast, a semi-tangible bubble of sparkling, grey irreality encloses a single spacecraft of up to size Colossal. The vessel and all within are pulled out of material reality, into hyperspace. When this spell is cast, the spellcaster specifies a particular destination, which must be known to him, and must succeed at a Knowledge (physical sciences) check to plot a course through hyperspace to the destination. The base check is DC 10 + 1 per ten light years traveled.

The spaceship remains within the Warp Envelope for the duration of the journey and cannot emerge from hyperspace until it reaches the designated point in the destination system. While in the Warp Envelope, the spacecraft cannot communicate with the outside universe by technological means and is considered to be on another plane for determining the effects of magical communication. The Warp Envelope's speed is subject to game master adjudication, but is typically 25% faster than a top of the line spacecraft equipped with whatever *faster than light* drive common to the setting.

### Hyperspace and the ITF Corridor

In the Otherversa America campaign setting, the hyperspace that this spell displaces a starship into is definitely **not** the ITF Corridor, making this spell a safe (and highly sought after) alternative to traditional galactic transit methods.

## Weathering

**School** transmutation (chaos)

**Level** sorc/wiz 0, druid 0

**Casting Time** One standard action

**Components** V,S,M (a drop of vinegar)

**Range** object touched

**Duration** instant

**Saving Throw** FORT Negates (object)

**Spell Resistance** Yes

With a touch, the spell caster ages a single non-magical, unattended object of up to size Large. In a few seconds, the object ages as much as it would in about a year of ordinary service. Leather cracks and softens; paper and parchment sunbleaches, metal tarnishes. This spell is often used by wizard-spies to perfect a disguise, or forgers to add extra authenticity to a project.

## Weapons Upgrade

**School** transmutation **Level** sorc/wiz 3

**Casting Time** one standard action

**Components** V, S, M (gun oils and cleaning products worth at least 50 gp/ Purchase DC 7), spellcaster must have at least one rank in Knowledge (technology) or Craft (mechanical)

**Range** touch

**Duration** instant

**Saving Throw** FORT Negates (object)

**Spell Resistance** No (object)

This spell instantly transforms a modern weapon (firearm, energy weapon, or other advanced weapon, but not primitive weapons like bows or crossbows) into a different, and likely superior weapon. When this spell is cast, select any one weapon of the same basic type as the touched weapon whose Purchase DC can be a number of points greater than the base weapon's equal to your INT modifier. For example, if this spell is used to upgrade a revolver with a Purchase DC 15, and you have a +3 INT modifier, you could upgrade that weapon into any pistol, including revolvers, automatic and semi-automatic weapons with a Purchase DC of 18 or less.

If the touched weapon has been upgraded by this spell within the previous year, this spell automatically fails.

## **Xeno-Study**

**School** divination **Level** all classes 1

**Casting Time** one standard action

**Components** V, S

**Range** close (25 ft + 5 ft per level)

**Duration** 1 hour

**Saving Throw** WILL Negates

**Spell Resistance** Yes

This spell provides a spellcaster with an encyclopedic medical and anatomical knowledge of a particular non-human creature. This spell can only be cast on a creature not native to the caster's home world who is present and visible within the spell's range. While this spell's duration is active, the caster knows the target's species, homeworld and basic anatomy, including what foods and drinks are palatable or harmful to the creature. The caster is treated as having the Xeno-Medic feat when using the Treat Injury skill to aid the studied creature for the duration of the spell. When the spell's duration ends, basic information is retained, as if the caster read it in a book, but the caster no longer precisely remembers the fine points of the creature's anatomy.

If the target is unwilling to have this information about it become known, or if it is disguised, it can attempt a WILL Save. On a successful save, no information is gained about the target alien.

## **Appendix: Rules Toggles**

The following rules toggles change the way the Modern Spellcaster class works, sometimes in small ways, other times in major ways.

Gamemasters can use some, all or none of these variant rules for their modern magic campaigns.

### **Toggle: Conservative Casting**

This variant rule makes Modern Spellcasters less versatile, less risky but significantly more balanced from a game-play perspective. Remove all references to Overcasting and Safe Casting from the class ability write up, and treat the Modern Spellcaster's Safely Cast rating as the maximum spell level they can cast under any circumstance. This rule means Modern Spellcasters gain access to spells as a Wizard or Sorcerer.

### **Toggle: Cyber-Disruption**

In campaigns with Cyber-Disruption toggled on, having bionics implanted hinders a spellcaster's ability to wield magic. If a spellcaster has cybernetic implants, he or she must succeed at a Spellcraft check in order to successfully cast the spell. If this check fails, the prepared spell or spell slot is lost without effect.

- The Spellcraft DC for casting with cyber-implants is DC 10 + the cyborg's total number of implants.
- In campaigns using the variant Drain rules published in Dept. 7 Tech Update: Cybernetics (Skortched Urf Studios, 2006), the Spellcraft DC is equal to DC 10 + the cyborg's Drain total. In this variant rule, round down to the nearest whole number. Cyborgs with less than one full point of Drain do not suffer Cyber-Disruption and are not required to make Spellcraft checks to cast until they acquire at least one full point of Drain.
- Members of the Full Conversion Cyborg player race, any similar race, or members of any class whose abilities are dependant on cybernetics



(such as a Void Sparrow, a Nano-Sculptor from Psi-Watch, or a Closer or Covenguard from Otherverse America) suffer a -10 penalty on Spellcraft checks made to overcome Cyber-Disruption.

### Campaign Implications

If Cyber-Disruption is toggled on, spellcasters in your campaign will become less likely to seek out cyber-augmentation. Full Conversion Cyborgs and other high-tech heroes become magically 'deadened', unable to conjure so much as a single spark magically. Remove references to Cyborgs from the Change In Accordance With Will starting talent.

### **Toggle: Deadlier Overcasting**

This toggle makes Overcasting even more terrifying than normal.

When the Modern Spellcaster fails her WILL Save to Overcast, she suffers one negative level per level of the failed spell. If she fails her WILL Save by more than 5, she suffers an additional negative level per 5 Spell Points remaining in her pool. If this reduces her to zero level or below, she dies....horribly, messily and memorably.

Assuming the Modern Spellcaster survives, each day after she can attempt a DC 10 WILL Save to remove one of these negative levels. Failure means that the negative level becomes permanent. These negative levels cannot be removed by any means short of a *wish* or *miracle*. Restoration spells and similar magic will not affect them.

### **Toggle: Limited Magic**

The Limited Magic toggle restricts the Modern Spellcaster Base Class to only 10 levels. This means that player characters may only safely cast 5<sup>th</sup> level spells, at best, though Modern Spellcasters still retain access to 6<sup>th</sup> through 9<sup>th</sup> level spells. This makes magic function slightly more like it does under the D20 Modern ruleset, but still allows for the players to make some risk vs. reward



calculations if they wish to bust out more powerful magic. Casting a spell higher than 5<sup>th</sup> becomes a campaign defining event, a moment of dangerous heroism where the character is at major risk of death.

### **Toggle: Magic and Science at War**

In campaigns with this rules toggle activated, performing magic makes using technology more difficult and vice versa. Anytime a Spell Point is

expended, all technology-based skill checks (such as Computer Use, Repair, Craft, ect) suffer a circumstance penalty equal to the number of Spell Points expended. This penalty applies in a 100 ft radius of the expended Spell Point, and remains in place for a number of days equal to the Spell Points expended.

Conversely, anytime a high tech skill is performed, Modern Spellcasters must succeed at DC 15 Spellcraft check to cast any spells within the area. This penalty remains in place for one hour after the check is made. Note this also includes Drive checks, which means that most Modern Spellcasters are near useless within sight of a modern highway.

### **Toggle:** **Sufficiently Advanced Technology**

In campaigns with this toggle activated, magic is a product of post-singularity technology. Rather than supernatural power, Modern Spellcasters are advanced reality hackers, using nano- and femto-scale fabrication units hidden in their bone marrow, hardlight forcefields and smartlight data storage to perform high tech miracles. Magic is accompanied by visual displays and holographic data screens similar to the tech in *Minority Report* or *Mass Effect*.

This rules toggle is a good option for Otherverse America, which is a nominally super-scientific and Psionic campaign world, rather than a magical one. It also makes a good fit for some Psi-Watch campaigns, but the tech level implied is way too advanced for Galaxy Command. Inspired by 70s sci-fi, Galaxy Command's tech level is permanently frozen at the level of 8-bit, monochrome displays found in the cockpit of Luke's X-Wing.

In this campaign variant, remove Spellcraft from the Modern Spellcaster's class

skill list. Substitute a Computer Use check for a Spellcraft check any time the rules call for one. Clerical feats aren't really appropriate for Modern Spellcasters under this variant rule.

In this variant campaign, since Magic is a form of technology, science has devised some countermeasures against the worst dangers of spellcasting.

### **Arcane Fuse**

The Arcane Fuse is a polymer head piece fitted with silvery metal components in an hexagonal pattern. When worn by a Modern Spellcaster, the device glows a pale blue.

The Arcane Fuse is a single use device. If a Modern Spellcaster fails a WILL Save to safely Overcast while wearing one the device reduces the damage caused by the spell's backlash by 50%. Doing so destroys the Arcane Fuse.

### **Casting Guide**

This device is worn as a pair of silvery bracers fitted with advanced arcano-tech circuits. Both bracers must be worn for the Casting Guide to function; when worn by a Modern Spellcaster, the lighted power-indicator displays illuminate with cool azure light.

This device provides the Modern Spellcaster with an equipment bonus on WILL Saves made to safely Overcast a spell. The bonus provided determines the Casting Fuse's cost.

Equipment	Item Slot	Size and Weight	Purchase DC	Restriction Rating
Arcane Fuse	Headband	Tiny, 0.25 lb	15	Military (+3)
Casting Guide +1	Gauntlets	Small, 2 lbs	12	Restricted (+2)
Casting Guide +2			15	
Casting Guide +3			17	

## **Toggle: Xeno-Restriction**

This rules toggle makes the Modern Spellcaster class the domain of alien heroes and villains, not Earth-born humans. The Modern Spellcaster Basic Class is restricted to non-human, and non-Earth origin characters- the tradition and training for this class simply can't be found in human-dominated cities. This rules toggle gives Galaxy Command or Psi-Watch modern-magic campaigns a unique flavor, by restricting the Modern Spellcaster class to creatures like Tal-Anons, Urloks, the Culture or Blooded Ghosts, to name a few. This rule also works well in Otherverse America, by making magic an alien art that's virtually unknown among humans, and only slightly more common out in the Big Black.

Humans who wish to become Modern Spellcasters might be required to select a specific starting talent to do so.

### **Xeno-Sensei (EX)**

**Prerequisite:** Human race, or Earth origin, ability to speak/read one non-human language, Knowledge (arcana) 1 rank

You have been tutored in alien mystical traditions by a mysterious wizard or star-born cleric from a far distant corner of space. Though Earth-born, you may select the Modern Spellcaster Basic Class.



Campaign Toggle Tracker		
Toggle	Active?	Inactive?
Conservative Casting		
Cyber-Disruption		
Deadlier Overcasting		
Limited Magic		
Magic and Science at War		
Sufficiently Advanced Technology		
Xeno-Restriction		



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